Middle-earth® **Play Aids**

I.C.E.

Middle-earth Role Playing Accessory Pack™



Based on J.R.R. Tolkien's THE LORD OF THE RINGS

The Loons of the Long Fell™



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Note: ICE's *Middle-earth Role Playing Accessory Pack* is a revised compilation of material previously published in the old boxed edition of *Middle-earth Role Playing.* While half of the color stand-up figures are new, as are the color displays, the adventure and the adventure sites appearing as black & white floorplans have appeared in print before.

Terrain in Rhudaur

1.0 STARTING THE ADVENTURE

The following adventure is designed to help a Gamemaster learn some of the finer points of running a game session for one or more players. Complete and ready to run, it can be set up in a few minutes and played in a few hours. Extensive notes provide the Gamemaster with a commentary laced with tips intended to illuminate key aspects of a good FRP adventure.

Since this adventure is a learning tool, it is more structured than a normal FRP scenario. (We also include more magic items than would normally be found with such a modest party.) The players' options are limited to but a few choices, for they are accompanied by detailed instructions to the Gamemaster regarding the handling of play. In this way the Gamemaster can get a grip on dealing with specific situations without having to work too hard. The sample adventure in the ***MERP*** rules book is a more typical and less restrictive adventure.

The Six Parts of the Adventure

This adventure, which is entitled *The Loons of the Long Fell*, contains six parts:

(1) The Players—which provides a sampling of pre-generated characters, including their history, physical traits, and peculiarities, from which the gamers may choose a player-character (PC) of their choice;

(2) The Tale—which describes the setting and covers the background and plot;

(3) The NPCs—a character-by-character description of the prominent non-player characters;

(4) The Sites— a level-by-level, room-by-room description of each adventure site, complete with numbered diagrams, floorplans, and illustrations;

(5) The Task—a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers; and

(6) The Encounters—which cover typical or probable meetings between the adventurers and the NPCs.

Starting Play

Skim each section of the adventure before speaking with the players. Pay particular attention to (1) the physical nature of the starting point in the setting, (2) the plot outlined in the tale, (3) the principal non-player character (NPC) adversaries, and, most importantly, (4) the task.

Then get together privately with each player. Address the player's desires concerning the character's nature and background. Afterwards, assign the player a pregenerated character drawn from the list given in Section 3.0 Review the character's history and any physical traits or peculiarities.

At this point, the individual player characters (PCs) are ready for adventure. The Gamemaster should turn to Section 7.1 and reread the material on "Starting the PCs." Gather the players together and begin by describing the setting at the starting point. (Turn to Section 6.1 for a detailed description.) Welcome to Middle-earth.

2.0 THE LOONS OF THE LONG FELL

The Loons of the Long Fell is set along the southeastern edge of the Coldfells of Eriador, beside the Trollshaws and just north of the River Bruinen. This location makes it an ideal introduction to, and companion for, the adventure found in the ***MERP*** rules book. The small area map in Section 6.0 shows the relationship of the three adventure sites in the region. Tthe Gamemaster should feel free to move the adventure site to another area of Middle-earth if desired.

3.0 THE PLAYERS

The next few pages contain descriptions of six pregenerated characters for the players to use as player characters (PCs). Character record sheets are provided after each description, enabling the Gamemaster to photocopy the half-page covering a given PC. Each player should have his own character sheet before beginning the adventure.

Since this is an introductory adventure, the skill and stat bonuses on the character sheets are already totalled for the player. In addition, names common to the PC's races are provided for each character, but the players should feel free to make up their own.



3.1 WILHAET BREM (PC #1)

Wilhaet Brem hails from a village near Fornost in Arthedain. The son of a battle-scarred veteran of the wars against the Corsairs, he was brought up in a warrior's household. It was hardly surprising when he announced that he wanted to be a soldier.

Brem's family, however, has long had a feud with the local Lord; so, like his old father Wisrinc Brem, young Brem sought service elsewhere. He took the Great East Road eastward toward the Last Inn, where rumor said recruiters from the South often stayed.

Brem is a jovial lad with a fiery temper. He loves to laugh and savors a good contest. Given to fighting, he makes a contest out of the simplest of disputes.

Brem carries a (+10) yew longbow and his great-grandfather's (+15) magic broadsword, "Wolf-slayer." Inlaid in silver and housed in a blue silk-covered scabbard, it is a noble weapon which slays Wolves and Dogs (on a roll of 01-50) and grows warm when within 10' of any Wolf tracks.

Name: Wilhaet Brem (aka "Brem")
Race: Eriadoran (Northman)
Height: 6'1"
Weight: 184 lbs.
Hair: Reddish Brown
Eyes: Blue
Demeanor: Wild, Vocal
Special: Scar on his forehead
Profession: Warrior (Mercenary Guard)
Level: 1

STATS

Stat	Value	Bonus
Strength (ST):	97	+20
Agility (AG):	89	+5
Constitution (CO):	90	+10
Intelligence (IG):	68	+0
Intuition (IT) :	77	+5
Presence (PR):	53	+0
Appearance (AP):	63	—

SKILLS

Movement and Maneuver
No Armor: .... +15 MM
Soft Leather: .... +0 MM
Rigid Leather: .... -5 MM
Chain: .... -20 MM
Plate: .... -65 MM

Weapons
1-H Edged: ... +38 OB (+53 w/+15 Broadsword)
1-H Concussion: .... +28 OB
2-H Weapons: .... -2 OB
Thrown: .... +13 OB
Missile: .... +28 OB (+38 w/+10 Longbow)
Pole Arms: .... +28 OB

General Skills
Climb: .... +11 MM
Ride: .... +11 MM
Swim: .... +11 MM
Track: .... +6 SM

Subterfuge Skills
Ambush: .... +0 SP
Stalk/Hide: .... +5 MM/SM
Pick Lock: .... +5 SM
Disarm Trap: .... +10 SM

Magical Skills
Read Rune: .... -25 SM
Use Item: .... -20 SM
Directed Spells: .... -20 OB

Miscellaneous Skills
Perception: .... +10
Body Development: .... 44 (Hits)
Base Spells OB: .... +0 OB
Essence RR: .... +0 RR
Channeling RR: .... +5 RR
Poison RR: .... +10 RR
Disease RR: .... +10 RR

Secondary Skills
Star-watching .... +5 SM
Rope-mastery .... +25 SM

Languages
Westron (Common) .... 5 Ranks
Nahaiduk .... 3 Ranks

Spell Lists
None

Realm: .... Channeling
Power Points: .... 0 PP
Experience Pts.: .... 10,199 Exp
Encumbrance Penalty: .... 0 MM

Defensive
Defensive Bonus: .... +5 DB (+40 with shield)
Armor: .... Rigid Leather
Shield: .... +10 Shield
Helm: .... Yes
Arm Greaves: .... None
Leg Greaves: .... None

3.2 MUTFAST STRANGFOOT (PC #2)

Mutfast Strangfoot is a sober young Hobbit from the Marish in the Shire. Little is known about Mutfast, or "Mut" as he is oft-times called, since he is an exceptionally careful sort of fellow, given to never getting into trouble. In fact, most folk consider him industrious and rather bland.

Quiet, careful, and keen of ear, Mut is fond of listening to gossip and intrigues alike. He never speaks or acts rashly and rarely utters what is on his mind, but he has a bit of larceny in his soul and has lived through many an adventure in his vivid daydreams. It is the glint in his eye that stirs the Marish women. A few of the old folk suspect that Mut is a bit bent, perhaps even a crook, but those in his family know the truth. Mut is the sort of Hobbit that likes to hide from passersby, the type that solves puzzles when no one is looking.

His most distinguishing feature is one common to his small family. Like all of the Strangfoots, he has an unusual left foot which, in Mut's case, is adorned with curly blond hair. This oddity gave birth to Mut's nickname: "Whitfoot."

Mut recently left home and went to Bree in search of his eccentric great-uncle Boffo Strangfoot. Armed with an antique (+5) Dwarvish mace, a fine (+15) Mannish dagger, a sling, a spare dagger, and his father's (+10) bluish hide shield (weight 5 lbs.), Mut took to the road hoping to join Boffo in the quest to find the ancient Strangfoot home. But Boffo wasn't in Bree, so Mut headed eastward toward the Last Inn with but one clue to abide by. Old Boffo is somewhere up in the Coldfells.

Name: Mutfast Strangfoot (aka "Whitfoot")
Race: Hobbit
Height: 3'8"
Weight: 84 lbs.
Hair: Medium Brown
Eyes: Green
Demeanor: Cautious, prudent
Special: Blond hair on left foot
Profession: Scout (Baker's Delivery Boy)
Level: 1

STATS

Stat	Value	Bonus
Strength (ST):	91	-10
Agility (AG):	97	+30
Constitution (CO):	90	+25
Intelligence (IG):	79	+5
Intuition (IT) :	74	-5
Presence (PR):	69	-5
Appearance (AP):	63	—

SKILLS

Movement and Maneuver
No Armor: .... +35 MM
Soft Leather: .... +20 MM
Rigid Leather: .... -25 MM
Chain: .... -80 MM
Plate: .... -95 MM

Weapons
1-H Edged: .... +6 OB (+21 w/+15 Dagger)
1-H Concussion: .... -34 OB
2-H Weapons .... -34 OB
Thrown: .... +46 OB (+61 w/+15 Dagger)
Missile: .... +46 OB
Pole Arms: .... -34 OB

General Skills
Climb: .... +41 MM
Ride: .... +1 MM
Swim: .... +36 MM
Track: .... +11 SM

Subterfuge Skills
Ambush: .... +4 SP
Stalk/Hide: .... +22 MM/SM
Pick Lock: .... +17 SM
Disarm Trap: .... +7 SM

Magical Skills
Read Rune: .... -20 SM
Use Item: .... -30 SM
Directed Spells: .... +5 OB

Miscellaneous Skills
Perception: .... +18
Body Development: .... 52 (Hits)
Base Spells OB: .... +0 OB
Essence RR: .... +55 RR
Channeling RR: .... +15 RR
Poison RR: .... +55 RR
Disease RR: .... +40 RR

Secondary Skills
Cookery .... +0 SM
Foraging .... +20 SM

Languages
Kuduk (Hobbit.) .... 5 Ranks
Westron (Common) .... 5 Ranks
Sindarin .... 1 Rank

Spell Lists
None

Realm: .... Channeling
Power Points: .... 0 PP
Experience Pts.: .... 10,235 Exp
Encumbrance Penalty: .... +0 MM

Defensive
Defensive Bonus: ..... +30 DB (+65 w/+10 shield)
Armor: .... No Armor
Shield: .... +10 Shield
Helm: .... None
Arm Greaves: .... None
Leg Greaves: .... None

3.3 ALF MEP (PC #3)

Alf Mep is a quick fellow. Born to a shepherd's family near Fennas Drúnin in southern Rhudaur, he learned the value of swiftness while only seven. When his flock was threatened by marauding Hillmen, young Alf ran two miles to warn the townsfolk of the attack. His valor saved over half the Fennas Drúnin's sheep and prevented an assault on the town . The lad earned the title "Fast Alf."

Alf tired of life as a shepherd, however, so at the wise old age of nineteen he trudged northward in search of adventure. His goal was the lost treasure of the Low Road Brigands, a hoard ascribed to a possibly-mythical group of renegade Dúnedain.

Alf carries a special heirloom, the (+10) magic "Shepherd's Sword." This 55" two hand sword takes three forms: one, a straight beech staff; the second, a spear-like staff; and third, a glistening golden blade with a black leather hilt. A simple command ("change") results in the sword's immediate tranformation according to the wielder's choice, so Alf uses the weapon as his walking staff. Aside from his (+10) dagger and long bow, it is Alf's only weapon. Alf likes to travel light and scoffs at the thought of donning armor or adopting a shield.

Name: Alf Mep (aka "Fast Alf")
Race: Eriadoran (Mixed Dunlending/Northman)
Height: 5'10"
Weight: 160 lbs.
Hair: Tawny Brown
Eyes: Hazel
Demeanor: Quiet, cool
Special: Walks with a false limp
Profession: Warrior (Shepherd)
Level: 1

STATS

Stat	Value	Bonus
Strength (ST):	95	+20
Agility (AG):	99	+20
Constitution (CO):	90	+10
Intelligence (IG):	60	+0
Intuition (IT) :	73	+0
Presence (PR):	33	+0
Appearance (AP):	70	—

SKILLS

Movement and Maneuver
No Armor: .... +30 MM
Soft Leather: .... +10 MM
Rigid Leather: .... -5 MM
Chain: .... -20 MM
Plate: .... -65 MM

Weapons
1-H Edged: .... +38 OB (+48 w/+10 Dag.)
1-H Concussion: .... -7 OB
2-H Weapons .... +48 OB
(+58 w/+10 Two Hand Sword or Quarterstaff)
Thrown: .... +28 OB
(+38 w/+10 Dagger or Spear)
Missile: .... +28 OB (Long Bow)
Pole Arms: .... +38 OB
(+48 w/+10 spear-like Quarterstaff)

General Skills
Climb: .... +26 MM
Ride: .... +6 MM
Swim: .... +26 MM
Track: .... +6 SM

Subterfuge Skills
Ambush: .... +0 SP
Stalk/Hide: .... +5 MM/SM
Pick Lock: .... +5 SM
Disarm Trap: .... +5 SM

Magical Skills
Read Rune: .... -25 SM
Use Item: .... -25 SM
Directed Spells: .... -5 OB

Miscellaneous Skills
Perception: .... +10
Body Development: .... 38 (Hits)
Base Spells OB: .... +0 OB
Essence RR: .... +0 RR
Channeling RR: .... +0 RR
Poison RR: .... +10 RR
Disease RR: .... +10 RR

Secondary Skills
Animal Handling .... +25 SM
Foraging .... +5 SM

Languages
Westron (Common) .... 5 Ranks
Dunael .... 3 Ranks

Spell Lists
None

Realm: .... Essence
Power Points: .... 0 PP
Experience Pts: .... 10,305 Exp
Encumbrance Penalty: .... 0 MM

Defensive
Defensive Bonus: .... +20 DB
Armor : .... No Armor
Shield: .... None
Helm: .... Yes
Arm Greaves: .... None
Leg Greaves: .... None

3.4 NENIEL (PC #4)

Born in Mithlond, the "Grey Havens," Neniel is a young Sinda Elf. She is a spirited and fair-featured Ranger whose parents traveled from the remote wilds of the Northern Waste only thirty years ago. Her heritage is one of adventure, exploration, and intrigue.

Last Spring, while Neniel was encamped in the Valley of Dwarves about sixty leagues north of her home, she came across a Dwarf named Nari. After a typically awkward encounter by a spring (for Dwarves and Elves are uneasy allies), Neniel warmed to the stout Warrior and talked of her dreams. Nari spoke of tales of Dragon-hoards in the far-off Misty Mountains and the two shared a starlit meal. Nari's tale fascinated Neniel, for she had always wanted to travel eastward to the lands of her kinsmen. The treasures about which the Dwarf spoke recalled the tales she learned as a child. So, when Nari left later that evening Neniel resolved to seek the place the Warrior called the "Last Inn." Following a brief visit home, Neniel packed a few things and set out along the Great East Road. She arrived at the Last Inn this morning.

Neniel wears blue-grey garb and carries a fine (+15) long bow, a broadsword, and a dagger. Her magic silver ring, a gift from her mother, enables her to cast two extra spells each day (i.e., it is a +2 spell adder). She is well-equipped for travails of the wilderness.

Name: Neniel
Race: Sinda Elf (Grey Elf)
Height: 5'9"
Weight: 129 lbs.
Hair: Light Brown
Eyes: Grey
Demeanor: Optimistic but determined
Special: Has an incredible vocal range
Profession: Ranger
Level: 1

STATS

Stat	Value	Bonus
Strength (ST):	76	+5
Agility (AG):	99	+30
Constitution (CO):	83	+10
Intelligence (IG):	72	+0
Intuition (IT) :	91	+15
Presence (PR):	96	+25
Appearance (AP):	100	—

SKILLS

Movement and Maneuver
No Armor: .... +40 MM
Soft Leather: .... +20 MM
Rigid Leather: .... -25 MM
Chain: .... -65 MM
Plate: .... -80 MM

Weapons
1-H Edged: .... +17 OB
1-H Concussion: .... -18 OB
2-H Weapons: .... -18 OB
Thrown: .... +37 OB
Missile: .... +47 OB (+62 w/+15 Long Bow)
Pole Arms: .... -18 OB

General Skills
Climb: .... +43 MM
Ride: .... +23 MM
Swim: .... +43 MM
Track: .... +8 SM

Subterfuge Skills
Ambush: .... +1 SP
Stalk/Hide: .... +47 MM/SM
Pick Lock: .... -25 SM
Disarm Trap: .... -10 SM

Magical Skills
Read Rune: .... +5 SM
Use Item: .... +20 SM
Directed Spells: .... +35 OB

Miscellaneous Skills
Perception: .... +37
Body Development: .... 30 (Hits)
Base Spells OB: .... +0 OB
Essence RR: .... +0 RR
Channeling RR: .... +15 RR
Poison RR: .... +20 RR
Disease RR: .... +110 RR

Secondary Skills
Acrobatics .... +35 SM
Fletching (craft skill) .... +35 SM

Languages
Sindarin (Grey-elf) .... 5 Ranks
Westron (Common) .... 5 Ranks

Spell List
Path Mastery (Ranger Base)

Realm: .... Channeling
Power Points: .... 1PP (+2 spells)
Experience Pts: .... 10,175 Exp
Encumbrance Penalty: .... 0 MM

Defensive Equipment
Defensive Bonus: .... +30 DB
Armor: .... No Armor
Shield: .... None
Helm: .... None
Arm Greaves: .... None
Leg Greaves: .... None

3.5 NARI (PC #5)

Nari is a Dwarf from the *Nan-i-Naugrim*, the "Valley of Dwarves" in the eastern Blue Mountains. The eldest son of the renowned Warrior Bari, he was schooled in arts of war from his earliest days. He has always been a tough, pugnacious fighter who rejoices in a good combat.

Nari is also grim and suspicious of the motives of all but his kin and family friends. The sole exception was an Elf-maiden named Neniel, who reminded him of the description of the Elf Arien who saved his father many years ago.

Nari left home last year in search of gold and jewels to bolster his family's wealth. The collapse of their mine claimed Nari's brother and left the family with little income. So Nari, being the eldest, took it upon himself to embark on a quest to restore their fortunes. The young Warrior marched off toward the Last Inn near the Misty Mountains, hoping to secure word of a Dragon's treasure.

Nari wears the magic Dwarven chainmail (which protects him like plate armor) that was given to his father by Arien. He also bears a stout (+10) shield, a superb (+15) war hammer, a hand axe, and two daggers. His green hood cloaks his helm, which bristles with a Dragon-head cowl.

Name: Nari
Race: Dwarf
Height: 4'7"
Weight: 150 lbs.
Hair: Dark reddish-brown
Eyes: Blue
Demeanor: Grim, suspicious
Special: Braids his hair and beard
Profession: Warrior
Level: 1

STATS

Stat	Value	Bonus
Strength (ST):	99	+25
Agility (AG):	81	+0
Constitution (CO):	96	+30
Intelligence (IG):	70	+0
Intuition (IT) :	90	+5
Presence (PR):	62	-5
Appearance (AP):	77	—

SKILLS

Movement and Maneuver

No Armor:	+10 MM
Soft Leather:	-10 MM
Rigid Leather:	-20 MM
Chain:	+0 MM
Plate:	-35 MM

Weapons

1-H Edged:	+33 OB
1-H Concussion:	+53 OB (+68 w/+15 war hammer)
2-H Weapons:	+33 OB
Thrown:	+8 OB
Missile:	+8 OB
Pole Arms:	+33 OB

General Skills

Climb:	+11 MM
Ride:	+11 MM
Swim:	+24 MM
Track:	+6 SM

Subterfuge Skills

Ambush:	+0 SP
Stalk/Hide:	+5 MM/SM
Pick Lock:	+5 SM
Disarm Trap:	+10 SM

Magical Skills

Read Rune:	-25 SM
Use Item:	-20 SM
Directed Spells:	-25 OB

Miscellaneous Skills

Perception:	+15
Body Development:	54 (Hits)
Base Spells OB:	+0 OB
Essence RR:	+40 RR
Channeling RR:	+5 RR
Poison RR:	+40 RR
Disease RR:	+40 RR

Secondary Skills

Smithing (craft skill)	+30 SM

Languages

Khuzdul (Dwarvish)	5 Ranks
Westron (Common)	4 Ranks
Sindarin (Grey-elf)	3 Ranks

Spell Lists
None

Realm:	Channeling
Power Points:	0
Experience Pts:	10,177 Exp
Encumbrance Penalty:	0 MM

Defensive

Defensive Bonus:	+0 DB (+35 w/+10 shield)
Armor:	Chain Mail (Protects as Plate Armor)
Shield:	Yes
Helm:	Yes
Arm Greaves:	(Yes)
Leg Greaves:	(Yes)

3.6 PARIEL (PC #6)

Pariel is a Dúnadan Mage, the youngest daughter of the Mannish consul to the Elven Kingdom of Lindon. Spoiled yet compassionate, beautiful yet rugged, and wild yet wise beyond her years, she is a formidable woman.

Many men courted Pariel, but it was Enach, a Dúnadan Lord from Gondor, who won her. He found Pariel's many charms overwhelming and married the youthful Mage when she was nineteen. It was a glorious match. Unfortunately, their sparkling union lasted less than two weeks. Enach was slain by brigands on the road south of Bree, as the wedding party headed south toward Gondor.

Enach's death overwhelmed his young widow. Rather than return home to the Grey Havens, she brooded at Bree for over a week. Then, when her compatriots were asleep, she lit from her lodgings and rode eastward along the Great East Road in pursuit of her husband's murderers. A clue connecting the thieves to the legends of the Low Road Brigands spurred her toward the Last Inn in Rhudaur.

Pariel bears the tools to exact her revenge. (They are a legacy of her father's exalted service.) Her small, (+10) sapphire-inlaid, magic wand doubles her spell-casting power (i.e., she has x2 PP) and also enables her to cast up to 3 *Shock Bolts* a day without expending PPs (see the Light Law spell list on the Base Mage lists). Her magic (+10) dagger can be thrown 50' with no (OB) penalty and returns to her hand the following round.

Name: Pariel
Race: Dúnadan (Highman)
Height: 5'8"
Weight: 125 lbs.
Hair: Black
Eyes: Grey
Demeanor: Fiery
Special: Her left eye turns green just before it rains
Profession: Mage
Level: 1

STATS

Stat	Value	Bonus
Strength (ST):	74	+5
Agility (AG):	94	+10
Constitution (CO):	79	+15
Intelligence (IG):	100	+25
Intuition (IT) :	76	+5
Presence (PR):	95	+20
Appearance (AP):	97	—

SKILLS

Movement and Maneuver
No Armor: .... +15 MM
Soft Leather: .... -30 MM
Rigid Leather: .... -15 MM
Chain: .... -30 MM
Plate: .... -80 MM

Weapons
1-H Edged: .... +15 OB (+25 w/+10 Dagger)
1-H Concussion: .... -20 OB
2-H Weapons: .... -10 OB
Thrown: .... +15 OB
(+25 w/+10 Returning Dagger)
Missile: .... +15 OB
Pole Arms: .... +10 OB

General Skills
Climb: .... +15 MM
Ride: .... +10 MM
Swim: .... +15 MM
Track: .... +30 SM

Subterfuge Skills
Ambush: .... +0 SP
Stalk/Hide: .... -5 MM/SM
Pick Lock: .... +0 SM
Disarm Trap: .... -20 SM

Magical Skills
Read Rune: .... +37 SM
Use Item: .... +17 SM
Directed Spells: .... +23 OB
(+33 w/+10 Shock Bolts)

Miscellaneous Skills
Perception: .... +15
Body Development: .... 36 (Hits)
Base Spells OB: .... +2 OB
Essence RR: .... +25 RR
Channeling RR: .... +5 RR
Poison RR: .... +20 RR
Disease RR: .... +20 RR

Secondary Skills
None

Languages
Westron (Common) .... 5 Ranks
Sindarin (Grey-elf) .... 4 Ranks
Adûnaic .... 3 Ranks

Spell Lists
Lofty Bridge (Mage only)
Earth Law (Mage only)

Realm: .... Essence
Power Points: .... 3 PP (6PP w/x2 Wand)
Experience Pts: .... 10,166 Exp
Encumbrance Penalty: .... 0 MM

Defensive
Defensive Bonus: .... +10 DB
Armor: .... No Armor
Shield: .... None
Helm: .... None
Arm Greaves: .... None
Leg Greaves: .... None

4.0 THE TALE

The Tale provides an overview of the background and setting of the adventure. It is the storyline or plot. Deliberately vague as to time, the Tale intended to be appropriate for a game set in the mid to late Third Age.

GM Note: *When beginning the adventure and starting the players, the Gamemaster (GM) should read all of Sections 4.1 and 4.2 and relate the information to the player characters (PCs), describing things from Cigfa's point of view. Leave out those details which are noted as secrets and take care not to divulge the information in Section 4.3, for this part of the story remains unknown.*

4.1 THE LOW ROAD BRIGANDS

In now-gone times, when the High Men of Arnor made homes of citadels set high in the Fell-land of Rhudaur, Petty-dwarves still roamed the region. They were a scorned race, few in number and altogether lacking friends or allies.

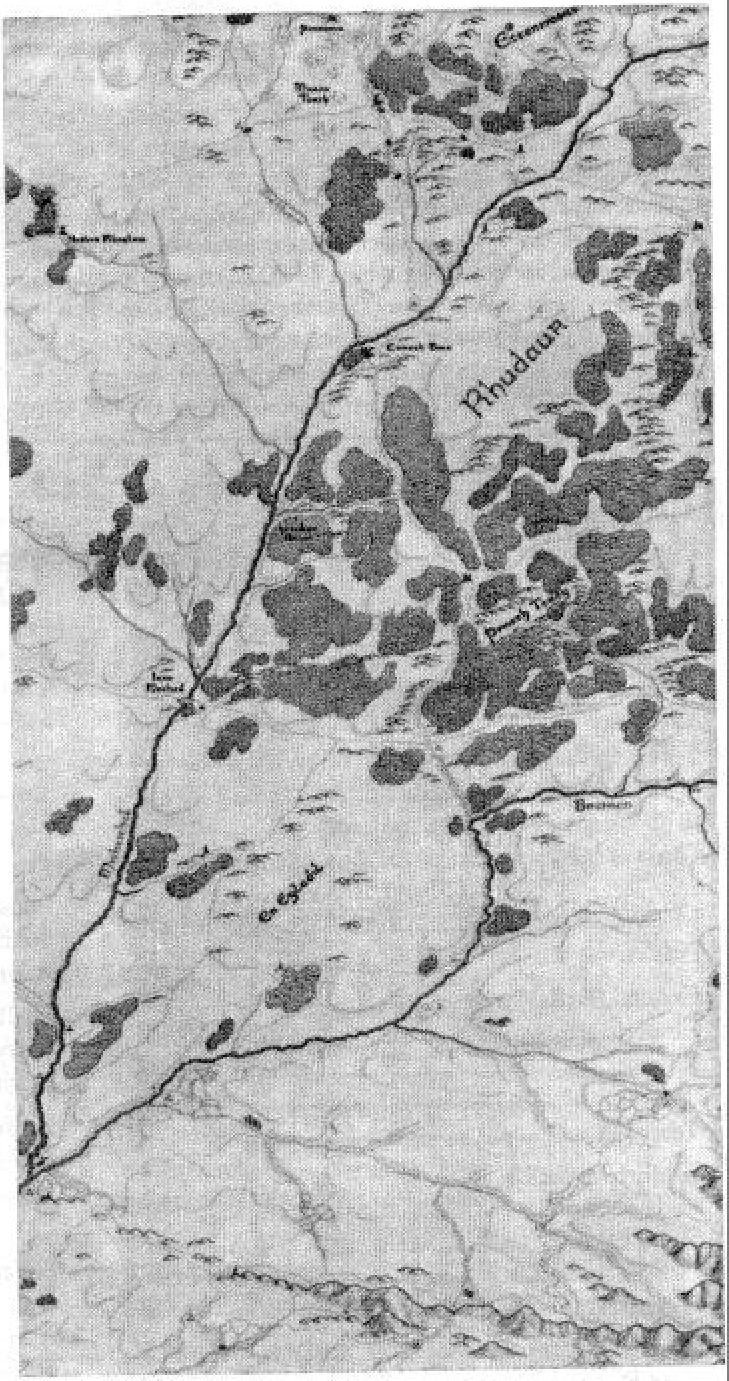
These diminutive and twisted relatives of the sturdy Dwarves hid in the rugged highlands along the northwestern flanks of the Misty Mountains. There, they carved caves and tunnels out of the soft rock and sheltered themselves from their many enemies. The Petty-dwarves were a tortured lot.

Despite their seclusion, the Petty-dwarves eventually disappeared from the Fell-land, leaving few traces of their crafts. Only an occasional cave, mine, or tunnel served to remind their mannish heirs of their age-old presence.

The Coming of Talin Loech

About a century ago an unsavory Hillman from Rhudaur named Talin Loech stumbled across one of the Petty-dwarves' greatest works, the "Low Road." This ancient tunnel was hewn from a natural aqueduct and ran east-northeasterly from the Trollshaws to Coldfells.

Talin resolved to explore this wonder and gathered his henchmen for a sortie into the depths of the highlands. The band of brigands spent weeks tracing the narrow course. Their journey covered over thirty leagues (about 100 miles), beginning at the Old Spring and ending at the Low Lake beneath Long Fell. After they had uncovered most of the secrets of this crude but noble subterranean highway, Talin's men agreed to use the tunnel as a lair from which to strike out at commerce along the main roads of Rhudaur. They made their camp at the Old Spring and set up resting sites and traps along the Low Road, so that they could escape to Low Lake if they were threatened. Once settled, the Low Road Brigands embarked on a series of raids which all but halted trade along the neighboring highways. The ruthless bandits earned a reputation for savagery along with a fortune in gems and coin.



The End of the Low Road Brigands

All the while, the Lords of Rhudaur were unable to find Talin's band, regardless of the number of warriors they sent forth into the wilds. Traces of tracks led the pursuers to the hills near the Old Spring, but all the signs disappeared on the hard rock surface of the Fell-land. Two years of unbridled brigandry passed.

It was then that Arbragol of Tharbad came to Rhudaur. An accomplished Warrior, he had successfully stalked some of Cardolan's most dangerous bandits and had earned a reputation of being a relentless manhunter. He assembled a party at the Last Inn on the Great East Road and conceived a plan to trap the Low Road Brigands.

A week later, Arbragol's warriors ambushed Talin's band about ten miles north of the Last Inn. Only one of the brigands escaped; the rest perished in a hail of arrows, dying with the secret of the Low Road. Talin's treasure was never recovered.

The Last Brigand

Delin Bairg was sole survivor among Talin's men. Separated from his companions, he had eluded Arbragol's trap. His lack of training kept him from keeping pace with the band, but it proved to be his good fortune. Delin rode north into Trollshaws alone and bewildered, in search of refuge.

Unfortunately, Delin never learned the way to the Old Spring, nor did he know of the northern entry to the Low Road. His tenure with Talin had been too short. Delin wandered for weeks without discovering the access back into the tunnel where his companions had stowed their fortune. The sorrow that accompanied the loss of his friends grew deeper with each day of the solitary search. When the biting snows of late autumn swept down from the Cold fells and carpeted the rugged Trollshaws, Delin abandoned his futile quest.

Years later Delin returned to his search, this time with his cousin Manawidan Bairg. The pair documented their journey in a series of poems. They may well have discovered the way back to the Low Road, but most of their secrets perished when they were slain by Trolls.

4.2 THE LEGEND OF THE KINE'S HORN

Not long ago, a descendant of Manawidan Bairg—an old woman called Cigfa Bairg—stumbled upon a story about a magic horn. It was a legend concerning a treasure which contained the white Kine's Horn, an instrument of untold value. The enchanted horn's loud or silent call could reputedly reach for many leagues, stirring the hearts of friends and striking fear into the souls of enemies.



Dunnish Bandit

What struck Cigfa most, however, was the fact that the horn had been stolen in Rhudaur by bandits resembling Talin's men. Cigfa resolved that the Kine's Horn rested with the treasure hidden at the end of the Low Road. Excited, she read further, looking for a clue as to where the horn lay. The only clue was a poem:

"Upon a lake, beside a fell,
Away from trees, the birds tell,
On Summer nights, of a well.
At Low Lake, the Horn lay,
Resting calm, until the day,
When the bandit's heir comes to stay."

Cigfa cursed her crippled legs, for she knew that the words were those of her great uncle Manawidan. Talin's treasure was within reach, but remained beyond her means. So, Cigfa sought agents who might pursue her dream and rescue the fortune she had coveted since childhood. The next day she traveled to the Last Inn on the Great East Road. There, she was sure to find adventurers who might suit her needs.

GM Note: *Cigfa is aware of the details of the Tale up to this point and, as noted, will relate the story to the PCs. (See Section 7.2 for more on starting the PCs.) She does not know of the information in the following section (4.3).*



4.3 THE LAKE AND THE LOST TREASURE

The treasure that Delin sought, and Cigfa now seeks, lies at Low Lake, a virtually underground pool nestled at the base of Long Fell. Low Lake served as the northern terminus of the Low Road and provided Talin's brigands with ample fresh water in times of refuge. There they made their principal home, and there they stored their plunder.

The Fell Stair

Low Lake can only be reached via two routes. The first, the Low Road, enters the cavern that houses the lake from the southwest. A narrow door and stairway connect the tunnel to the cave at the point where the Low Lake spills over a fall and empties into an inaccessible underground stream.

GM Note: *The southern entrance to the Low Road is at the Old Spring, but the passage has collapsed about a hundred yards in, making this route impassable. This leaves only one effective way to reach Low Lake. (See the map below.)*

Design Note: *Such an event is a convenient design technique used to channel a group to a given place. The collapse narrows the PCs' alternatives without disturbing the flavor of the setting. It is used here because of the limited nature of the adventure.*

The second way into the lake's chamber is less circuitous. It is a stair cut into the face of Long Fell. Shrubs and trees conceal this route, for where the sheer cliff of the fell meets the surrounding terrain, a bank of greenery covers what looks like the base. In reality, however, the foot of Long Fell is two hundred feet below the apparent base. The pines and cedars shroud a six-foot wide opening along the cliff, a gash in the earth which serves as the mouth of the chamber which holds Low Lake. The lake itself is tucked along the bottom of Long Fell, inside the cave that hides beneath the cliff. Only two feet wide, the so-called Fell Stair angles steeply through the cleft and winds down to the shore of the lake in the chamber below.

Talin's Treasury

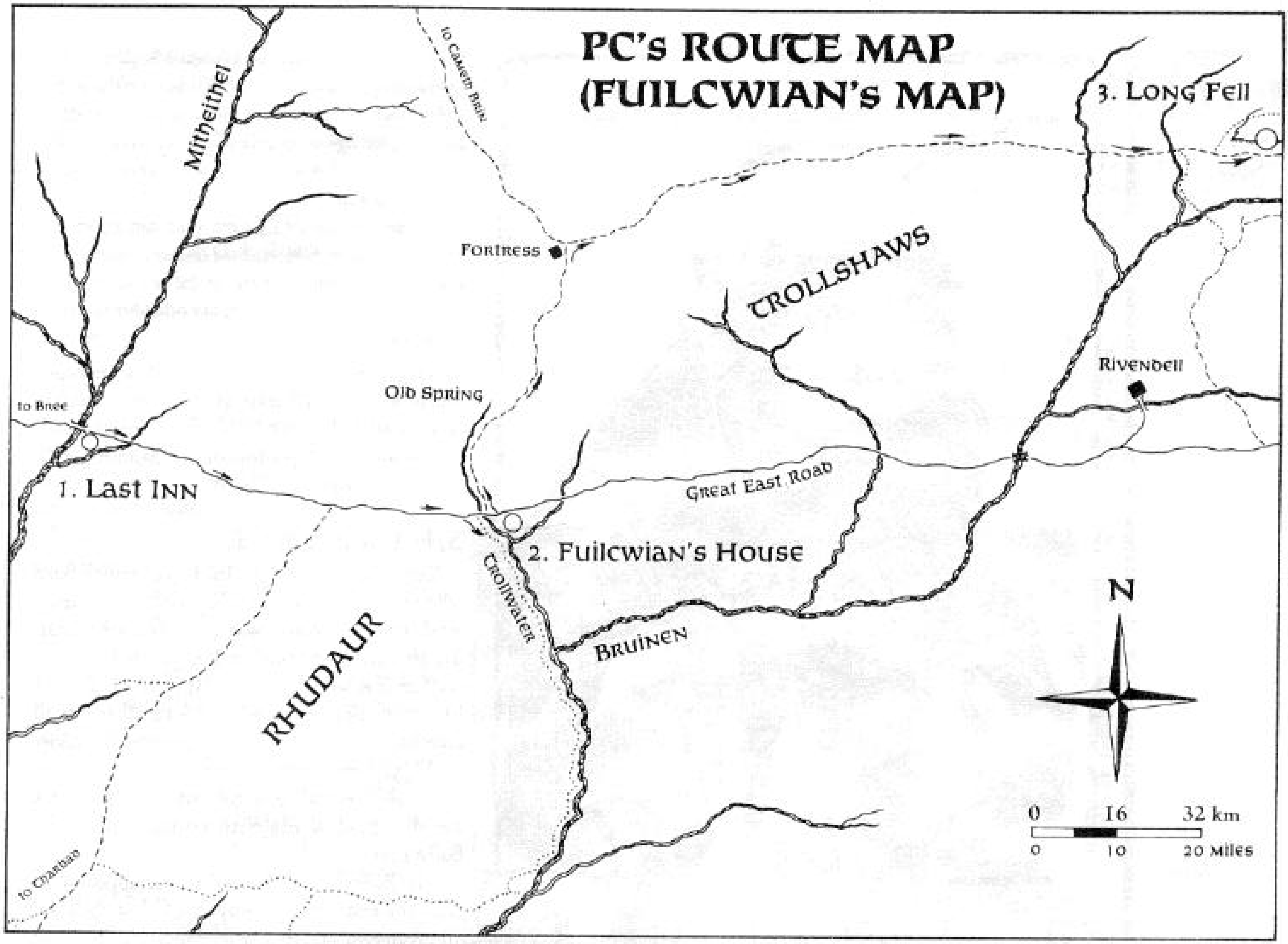
The Low Road Brigands stored their treasure, including the Kine's Horn, in a stone vault built by the Petty-dwarves on an islet in the middle of Low Lake. This two-chamber vault sat only a hundred and fifty feet from the bottom of the Fell Stair, but was protected by the watery moat. Yet this was not the sole defense. Traps guarded the vault's interior, and beside the vault Talin's men also erected a cairn made from the bones of an ancient beast, a giant turtle. The superstitious band felt that the arrangement possessed a magical power which charmed the cool, dark waters of the Low Lake.

The Loons

Indeed, there is a special quality about the lake water. Each Spring loons congregate here, making the pool their home until the late Fall. These nimble, foot-propelled, diving birds love the icy water and make nests out of the floating debris that falls from above. Their nocturnal calls echo through the chamber like the cry of an eerie choir and, at dusk or dawn, the muffled chorus resounds through the forest near Long Fell. It is a beautiful, haunting sound. As Talin would no doubt have it, the loons are the only living guardians of his treasure.

GM Note: *The reference to "the birds tell" in Manawidan's poem relates to the loons. By following their cry, the PCs will find the cleft along Long Fell and the Fell Stair which leads down to the Low Lake.*

Design Note: *The use of poems and legends enables the GM to present clues in a puzzle-like form that captures some of texture of the setting. PCs have an opportunity to solve mysteries, but are presented with a flavorful challenge.*



NON-PLAYER CHARACTER SUMMARIES

The following chart summarizes the principal NPCs in this adventure. **Note:** See Table (ST-3) p. 252-254 in ***MERP*** for specific skill bonuses not provided here.

Name	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB	Mov M	Notes
Cigfa Bairg	3	31	No	20	N	35qs	30da	-5	Dunnish Bard. 18PP; +8 BS; +15 DS; Bard spell lists & 'Illusions.' See p. 14.
Malm Bairg	3	65	RL	35	Y	83ss	50cp	10	Dunlending Warrior. See p. 15.
Cles Bairg	1	32	No	15	N	40sp	35sp	20	Dunlending Warrior. Malm's son, see p. 15.
Laer Bairg	3	61	RL	40	Y	70ha	45cp	15	Dunlending Warrior. Malm's brother, see p. 15.
Ondurs Bairg	1	37	No	10	N	35sp	40sp	15	Dunlending Warrior. Laer's son, see p. 15.
Taim Loech	4	52	Ch	45	Y	78ha	65lb	15	Dunlending Ranger. 8PP(+2 spells); Ranger spell lists. See p. 16.
Muc the Boar	4	115	SL	40	N	65Ho	–	30	Taim's wild boar, see p. 16. 'Fast': see ST-2 for situation effect on DB.
Fuilcwian	4	55	No	40	Y	90bs	50cp	15	Eriadoran Scout. See p. 17.
Arcwian	2	34	No	45	Y	52bs	40sb	25	Eriadoran Scout. Fuilcwian's son, see p. 17.
Frecwian	4	70	No	30	Y	83bs	52sb	15	Eriadoran Warrior. Fuilcwian's brother, see p. 17.
Nels	2	49	No	40	Y	56bs	36sp	15	Eriadoran Warrior. Frecwian's son, see p. 17.
Cimra	1	18	No	5	N	15sp	10sp	10	Dunlending Scout. Fuilcwian's Dunnish servant girl, see p. 17.
Boeda	1	21	No	5	N	10sp	15sp	10	Dunlending Scout. Arcwian's wife, see p. 17.
Coedfa	1	39	No	15	N	35da	55da	20	Dunlending Warrior. Nels' wife, see p. 17.

Codes & Comments: Lvl— Level. **Hits**— Hit total. **DB** — Defensive Bonus of NPC (includes shield, if any).

AT — Armor Type; No=No Armor; Ch=Chain; RL=Rigid Leather; SL=Soft Leather; Pl=Plate.

Melee OB — Primary Offensive Bonus in Melee and weapons used. Weapon Abbreviations follow OB's: ba = battle-axe; bo = bola; bs = broadsword; cb = crossbow; cl = club; cp = composite bow; da = dagger; fl = flail; ha = handaxe; hb = halbard; ja = javelin; lb = long bow; ma = mace; ml = mounted lance; ne = net; qs = quarterstaff; sb = short bow; sc = scimitar; sl = sling; sp = spear; ss = short sword; ts = two-handed sword; wh = war hammer; wp = whip.

Missile OB — Offensive Bonus when using a missile weapon. See above for weapon abbreviations. **MovM** — Movement and Maneuver bonus.

BS = Base Spell OB; **DS** = Directed Spells bonus.



Cigfa Bairg

5.0 THE NPCS

The Trollshaws and Coldfells of Rhudaur are beautiful but unforgiving highlands, colored in an astounding array of cool hues and marked by row upon row of stair-like grey cliffs. Few folk roam these wilds. Only hunters, outcasts, and isolated Hillmen make their homes in the Fell-land.

Aside from the travellers and innkeepers at the Last Inn, three loners compose the primary non-player characters (NPCs) in this adventure. Each is related to a member of the Low Road Brigands and has a vested interest in Talin's treasure. The first is Cigfa Bairg, who is responsible for prompting the party into seeking the cache at Low Lake. Next comes her distant cousin Malm Bairg, a dangerous herder who unwittingly holds a clue to the location of the pool below Long Fell. Finally, there is Taim Loech, Talin's great-grandson. Taim has discovered the treasure, and he guards its whereabouts with a savage zeal.

GM Note: *Normally, an adventure might involve any number of NPCs, since the PCs have a plethora of options and could encounter virtually any accessible person in the region. In such a case, the GM should document all the folk who might have an impact on the PCs and their adventure. The stronger an NPC, or the more likely it is that the PCs encounter him, the more critical it is that the GM sketch out the NPC's stats and traits. This adventure is more limited in scope, so we have limited the NPCs the party can encounter to three individuals.*

The three descriptions that follow incorporate most of the elements a GM needs to outline when conceiving an NPC. Each individual's appearance, level, profession, demeanor, goals, and equipment are all listed.

5.1 CIGFA BAIRG

Cifga Bairg is an old (3rd lvl) Dunnish Bard who was crippled as a child by a fall she incurred while running from a war-party from Angmar. To this day she leans on her gnarled (magic) staff as if it were a lifeline. (It is, after all, a x3 PP multiplier which adds +5 to all her spell attacks/rolls.) Her stoop reinforces her short (5'3") profile. Troubled, bitter, and somewhat mean, she has little love for others. Cifga shares her disregard of life with virtually all of the Bairg line.

The Bairg blood also colors her appearance. Like the rest of her family, Cigfa has dark red hair, piercing green eyes, and small ears. Her wide, wrinkled face and pointed chin give her a wizened look. It is a disconcerting countenance. Unflattering attire completes the image of a woman who long ago lost any concern for outer beauty.

One thing does fascinate her, however, and that is the Kine's Horn. She (rightly) believes it to be a powerful bardic artifact which will enable her to weave enchantments with magic notes. Her hunger for it will not abate. So, Cigfa seeks a means, any means, to acquire the horn.

Cigfa's plan involves duping a party of young adventurers into braving the wilds of Rhudaur and journeying to Long Fell in the southern Coldfells. Using the clues from her late uncle Manawidan's poem, she believes the party can find Low Lake and claim Talin's treasure. The treasure is her lure, for all she wants is the precious white Kine's Horn. To this end, Cigfa has traveled to the Last Inn in search of candidates for her ploy.

5.2 MALM BAIRG

Malm Bairg is Cigfa's remote cousin. A Dunnish herder, he, his brother Laer, and their sons Cles and Ondurs tend a flock of sheep in the ruins of an ancient hillfort that overlooks the Teregenen (S. "Trollwater"), a tributory of the river Bruinen (S. "Loudwater") that flows through the southern Trollshaws. Their otherwise placid routine is punctuated by the nocturnal plundering of their neighbor's herds, raids which have resulted in more than one murder. Malm and his lot are a dangerous group. (In reality, Malm and Laer are both 3rd lvl Dunlending Warriors.)

Unlike Cigfa, Malm does not look like a Bairg. Short (5'2"), blond-haired, and cheery-eyed, he has the guise of a sprite-like hill-spirit. His colorful checked pants and striped jerkins lend him a festive quality which belies the furor that drives his soul.

Malm is the direct descendant of Manawidan Bairg and is the heir to the oral legends associated with Manawidan's quest for Talin's treasure. These vague stories have magnified the herder's already-considerable greed. But Malm has had no clue as to the whereabouts of Low Lake, so he has scoffed at pursuing Manawidan's dream—until now.

Recently Cles Bairg, Malm's son, returned from a long trip to Bree. Cles roomed at the Last Inn on his way home, where he met Cigfa and learned of her proposals. The lad refused the old woman's offer without revealing their blood-ties and, a few nights later, he told his father Malm of her plan to uncover a treasure in the Coldfells. Malm realized that Cigfa had somehow discovered Talin's hoard, so the herder developed a plan to follow her lead. The next day Malm set out for the inn. Once there, he began a watch over Cigfa, intending to shadow any party she might send out to retrieve the treasure that had long ago eluded his ancestor.

GM Note: *Thus, Malm intends to follow the PCs on their journey to find the Low Lake. Once there, the PCs are no longer necessary to Malm's plot, and the herder will attempt to steal the treasure by any means possible—including killing the PCs. But, like the PCs, Malm is unaware of the presence of Taim Loech.*

Normally, an NPC who tracks the PCs would have to continually make rolls for tracking maneuvers or, if in visual contact, stalking maneuvers. In such a case, whenever Malm came within eye- or earshot of the party, the PCs would get a chance to discover him if they made a successful perception roll. (See Section 5.4.2 of the ***MERP*** rule book for more on these maneuvers.) For the purposes of this introductory adventure, however, we suggest the GM simply let Malm successfully follow the party.

Never above slaying a rival, Malm carries the weapons necessary to extract the booty from an unwitting foe. His (+15) magic shortsword has an invisible blade which gives Malm an extra bonus (+20 OB or DB) during the first round of any melee. A pair of Elven Boots of Leaping enable him to instantly leap 25 feet in any direction up to two times a day.



Malm Bairg

5.3 TAIM LOECH

Taim Loech stands in the way of the plans of both Cigfa and Malm. The (4th lvl) Dunlending Ranger is the guardian of his great-grandfather's treasure and now resides in a small cave that overlooks the top of the Fell Stair (the best entry to the Low Lake cavern). While he hopes to eventually move the treasure to his home at Pedol Brin in eastern Rhudaur, Taim now bides his time.

Taim stands a full six feet in height and is strong of build. His rugged features, light beard, and long, reddish-brown hair are typical of a Dunnish nobleman, suggesting that Taim and his ancestor Talin Loech sprang from royal roots. The Ranger's practical clothes do little justice to his otherwise imposing figure.

Taim Loech



Taim is a cool, aloof loner who lost his wife and children to sickness a score of years ago. His sorrow is deep-seated and drives him to regard animals, rather than Men, as his best friends. His companion is a frightening Wild Boar called Muc, a pugnacious beast who sports finely-worked copper sheathing on his long, sharp tusks. They make fine partners: Taim the hunter, and Muc the gatherer. Muc likes to root out tubers and stalk berry bushes while Taim plays morose tunes on his wooden flute.

Taim's flute is more than a mere musical instrument. It houses strong magic (and serves as a +2 spell adder). When played, all folk within a 25' radius must resist its power (1 RR versus a 2nd lvl Channeling spell) or they will become confused and unable to act (for 1-10 rds). The Ranger is well-protected against ambushes when he is lost in music.

Besides his flute, Taim carries a pair of daggers, a hand axe, and a (+20) yew longbow. Each is a well-crafted heirloom, borne down through many generations. In addition to his spells, they provide the Ranger with a considerable arsenal with which to defend his supposed legacy.

GM Note: *Taim and his Boar Muc are the PCs' obvious adversaries, while Malm is a less noticeable foe. Malm will no doubt be pleased with the death of Taim and Muc, but he hopes that the two will weaken the PCs' party before they perish. After all, it will make Malm's task much easier.*

Muc the Boar has been added to illustrate two factors critical to most good adventures. The first is that familiar animals can be dangerous and exciting adversaries whose very presence makes a setting seem all the more real. After all, they serve as a link to our own world. A simple encounter with a potentially trying animal can be as much fun as a struggle against some hideous creature. We have included Muc so that the GM can employ such an encounter without having to worry about the (mostly random) rendezvous with animals which are inherent in most scenarios.

The second factor is that a combination of an NPC with an animal companion can present a serious obstacle. Most animals rely on well-developed senses (e.g., a Dog's or, in this case, a Boar's sense of smell) which give them certain advantages. Muc, for instance, might smell a PC that neither he or Taim can see. In turn, Taim's eyes and wit make up for many of Muc's shortcomings.

5.4 FUILCWIAN

GM Note: *Unlike Malm and Taim, Fuilcwian might actually aid the PCs. He is no friend of Cigfa, however, and could prove to be a dangerous adversary. The PCs must treat him carefully, for Fuilcwian is an example of a unaligned or "neutral" character whose loyalties are unclear or unpredictable.*

Fuilcwian is a grizzly Northman herder (and 4th lvl Scout). Once a loner who hunted and herded in the southern Coldfells, he is now a somewhat prosperous shepherd. He resides with his son (Arcwian), Frecwian (Fuilcwian's brother), Frecwian's son, and three Dunnish women at Benhuis, a somewhat restored hall in an abandoned Dunlending hillfort (see Section 6.2).

Fuilcwian grew up in the same hamlet in northern Rhudaur as Cigfa Bairg and the two played together as children. They were only separated when a party of Angmarim (men from Angmar) attacked the settlement. While Cigfa was injured and lost her parents in the fray, Fuilcwian escaped unscathed, for it later turned out that Fuilcwian's father Batis was the traitor that betrayed the hamlet's trust. Cigfa has never forgiven any of Fuilcwian's family for Batis' misdeeds. On the other hand, Fuilcwian and Frecwian hold Cigfa responsible for Batis' recent death. (Batis was hung at Cameth Brin two months ago after being reported to a local Dunadan Ranger.)

Fuilcwian is a typical Eriadoran Northman: rugged, physical, quiet, and proud. His pale blue eyes, fair skin, long blond hair, and healthy beard enhance the image of a tough but noble frontiersman. Standing 6'6" and never without his stout (+15) broadsword, he belies the image of the timid shepherd. Of course, much of Fuilcwian's family herd has been acquired by raiding for, like Malm, Fuilcwian is an accomplished rustler.

Because of his years in the Coldfells, the Northman herder knows much of the Fell-land. He has often camped on the trail near Long Fell and, more than once, has heard the nocturnal cries of the loons on Low Lake. Those were solitary days, brightened by songs and tales spun by passing campfire bards. One such story spoke of a lost pool and, even now, Fuilcwian recalls how he sat starring at the moon, wondering if the loons had found the mere. It was a question he never pursued, since he never knew the legend of the Low Road Bandits or of Talin's Treasure.

This is the greatest irony in the herder's story. Fuilcwian even has a key to the vault that holds Talin's Treasure, a key that Cigfa remembers from their youth (see Section 6.2 at #5e). But as greedy as Fuilcwian is, he remains oblivious to the clues he alone holds.

GM Note: *Should Fuilcwian ever discover the connection between the treasure and the lost lake, he will undoubtedly act to recover the hoard. He will gather his brother and both sons and set out, making the PCs' effort nearly insurmountable. So, the PCs must take care to seek him out without revealing their cause or remarking about their affiliation with Cigfa. They neither want to enrage Fuilcwian nor create a new rival for the treasure.*

6.0 THE SITES

The Loons of the Long Fell revolves around three specific sites: (1) the Last Inn; (2) Malm's House; and (3) the complex at Low Lake by Long Fell.

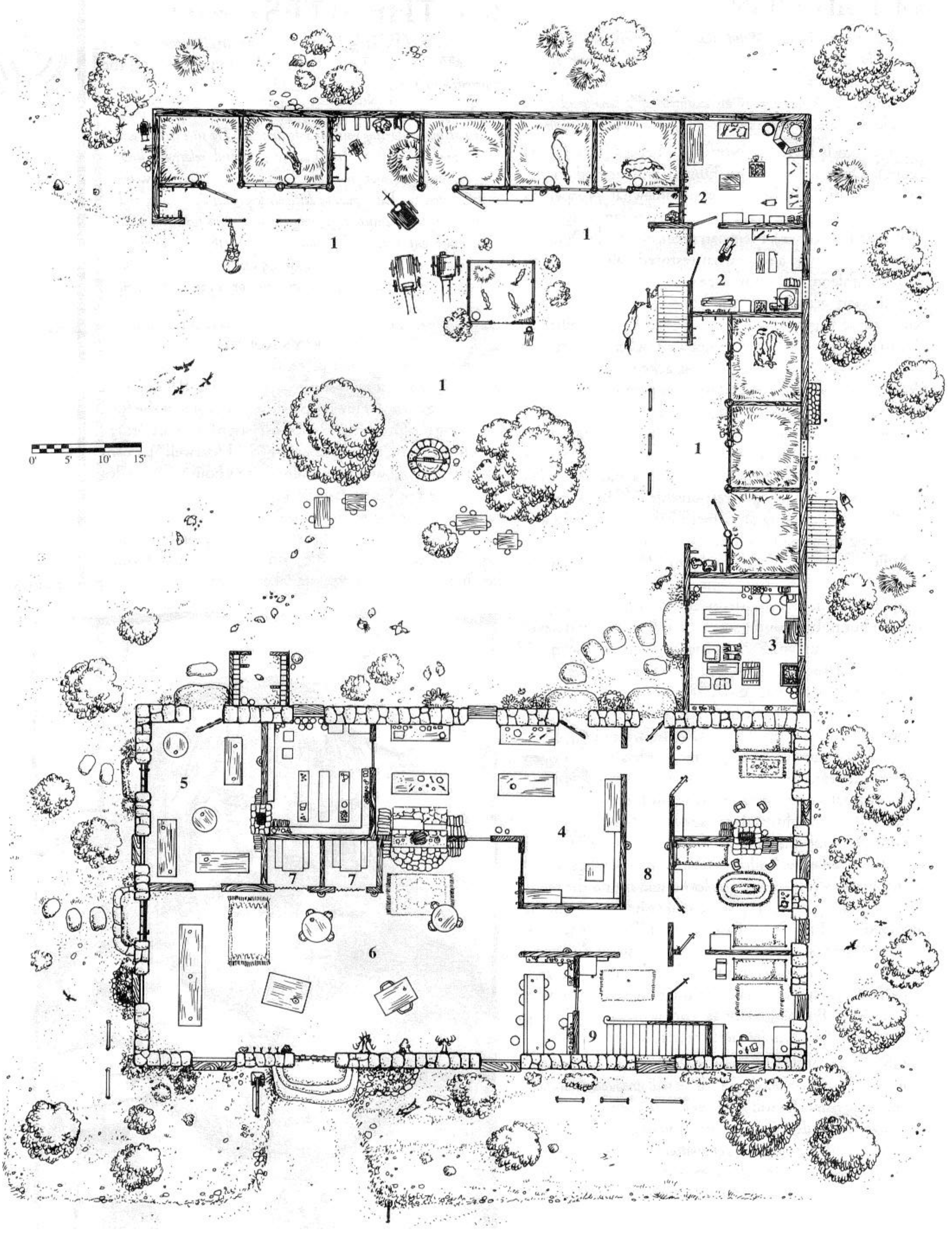
Design Note: *Since this is a self-contained adventure, there is a definable starting point and destination. The sites in between are predictable, since the PCs are permitted relatively little flexibility. In a more normal scenario, the GM may know the PCs' objective, but it may be difficult to predict their route, and therefore the adventure sites along the way. This forces the GM to rough out a variety of places, providing the most probable adventure sites with the most detail. Of course, the GM can also use standardized designs for certain sites, or he can simply "roll with the flow."*

The Party's Route

This adventure takes place along a route which runs east and then northeast through central Rhudaur in Eriador. (See the Route Map below.) It begins at the Last Inn along the Great East Road, just east of the Last Bridge which spans the river Mitheithel (S. "Hoarwell"). From there, the PCs journey to Malm Bairg's house, fifty miles east along the Great East Road. After leaving Malm's home, the party turns from the highway and takes the old road northeast through the Trollshaws region. They will take the right fork where the road splits forty miles to the north, avoiding the huge citadel at Teregost.



Fuilcwian



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Long Fell is just north of the trail and lies one hundred miles east of Teregost. It is ten days travel by foot from the Last Inn. The cliff itself overlooks the upper portion of the river Bruinen; Low Lake rests beneath the ground along its southern edge.

6.1 THE LAST INN

Rhudaur is a poor and dangerous land. Overrun by the Witch-king of Angmar in 1409 of the Third Age, its rugged and heavily-wooded highlands were all but depopulated long ago. Now, it is a wild territory. Few vestiges of the old Dunedain Kingdom remain, one of the most notable being the Last Inn by the Last Bridge.

The Last Inn is a relatively modest stone haven which forms the easternmost way-station along the once-busy Great East Road. It is the refuge of travelers, hunters, herders, and adventurers living in, or journeying through, Rhudaur. Without any competition from towns or villages, the inn serves as the focus for local commerce and culture.

A two-story main building with an attached shop and stables comprises the U-shaped inn complex. It surrounds a grassy courtyard, where the well-shaded well sits in a placid, comfortable setting. The main door faces away from this verdant court and looks out on the Great East Road.

Aside from the outbuilding, the first floor of the inn contains accommodations for the innkeeper's family, as well as a kitchen, a tavern, a private room, a public room, and two curtained booths. Two large communal guest halls and four well-heated private rooms compose the upstairs. Thick carpets and tapestries, heavy wood beams, and reddish stone lend the place a warm air.

A half-dozen to a dozen patrons lodge at the Last Inn at any given time. Some are traveling merchants or adventurers, while others are locals: hunters, trappers, herders, and the like. All enjoy the unprying hospitality of the cheery, forthright Grumm family. Together with their two sons (Leddon and Puil) and three daughters (Minna, Bannie, and Gleefa), Rubb Grumm and his wife Bura run a comfortable and efficient establishment.

GM Note: *While the inn normally has a varied and rather random collection of lodgers, the mix is set for this scenario. The crippled Bard Cifga Bairg occupies one private room. Another room is taken by a hunter called Matholuich, a fellow who can help the PC's with any directions or travelling tips they might require. A family of four resides in one of the communal guest halls upstairs. Led by the eldest son Arald, a merchant from the Anduin Valley, they generally keep to themselves. The only other visitor is a herder named Gronu. Gronu has a private room and spends his evenings in the tavern keeping watch on Cifga. Malm Bairg pays him for this vigil, hoping to discover the old woman's plans with regard to the treasure. (Malm awaits word in his camp nearby.)*

The Layout of the Last Inn

1. Stables. The stable complex includes nine horse stalls, a grain store, and a small smithy.

2. Shops. Here the two Grumm sons handle most of the inn's repair work. The shops include a carpenter's shop, a cobbler's bench, a milling wheel, a leatherworking table, and tool store.

3. General storage.

4. Kitchen. The large kitchen is suited to preparation of meals for up to thirty people.

5. Tavern. This cozy nook is the haunt of locals looking for a bit of gossip and drink. Besides the inn's guests, there are between one and six local folk here every evening until the eve-hour before midnight (11:00 p.m.).

6. Public Room. The main door opens into the public room, which is heated by a large stone hearth (that shares the chimney with a counterpart in the kitchen). A bar dominates one wall. Four small tables, two square and two round, permit quiet dining. A larger table seats parties of up to twelve.

7. Private Booths. Curtains shield these alcoves from the public room.

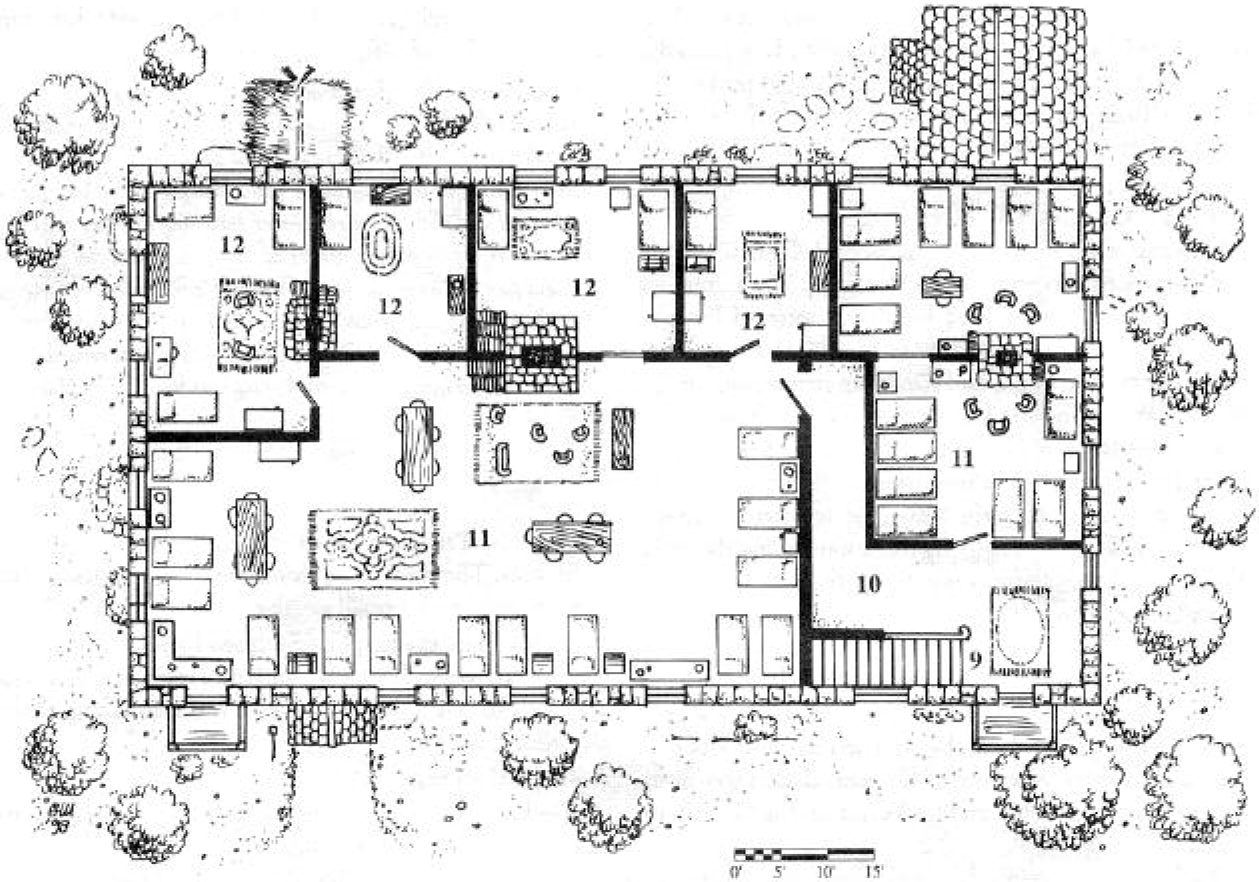
NON-PLAYER CHARACTER SUMMARIES

This chart summarizes the NPCs at the Last Inn for this scenario. Note: See Table (ST-3) p. 252-254 in *MERP* for specific skill bonuses not provided here.

Name	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB	Mov M	Notes
Rubb Grumm	3	66	No	0	N	64cl	55lb	10	Eriadoran Warrior. Innkeeper of the Last Inn.
Bura Grumm	5	61	No	5	N	45qs	40sb	15	Eriadoran Animist. 10 PPs, +2 adder, +10BS, +25DS, knows Animist spell lists & *Surface Ways*. Rubb's wife.
Leddon Grumm	4	45	No	10	N	70ss	60cp	10	Eriadoran Scout. Rubb's first son.
Puil Grumm	1	25	No	20	N	30da	40sb	25	Eriadoran Scout. Rubb's second son.
Minna Grumm	2	23	No	10	N	25qs	20sb	15	Eriadoran Animist. 6 PPs, +1 adder, knows *Blood Ways, Surface Ways, Plant Mastery*. +6BS. +21DS. Rubb's first daughter.
Bannie Grumm	1	24	No	10	N	20da	40sb	15	Eriadoran Scout. Rubb's second daughter.
Gleefa Grumm	1	22	No	15	N	25da	30sb	20	Eriadoran Scout. Rubb's third daughter.
Matholuich	3	40	No	20	N	43sp	63cp	25	Dunlending Scout. A local hunter.
Arald	5	53	Ch	15	N	50bs	35cp	10	Eriadoran Scout. A merchant from the Anduin valley.
Gronu	2	30	No	15	N	35sp	50sl	20	Eriadoran Scout. A local herder.

Regulars at the Inn (optional for this scenario): Turlin (Ar-Gular), Falen, Goldang, and Grepp—see *MERP*, p98-100.

Codes & Comments: See p. 13.



Second Floor of the Last Inn



A Dovecote

8. Downstairs Hallway. This passage connects the public room with the stairwell and an exit to the courtyard. The private room and the innkeeper's quarters open onto the hallway.

9. Stairwell.

10. Upstairs Hallway. This hall opens onto four private guest rooms, two larger common halls, and a balcony.

11. Common Halls. These two large, informal chambers provide lodgings for the less discriminating patrons.

12. Private Guest Rooms. These four rooms accomodate one to four guests. Two have hearths.

> GM Note: *For more on the Last Inn, see the adventure in the **MERP** rules book.*

6.2 FUILCWIAN'S HOUSE

> GM Note: *The PCs may wish to travel from the Last Inn to Long Fell by way of the herder Fuilcwian's house. Fuilcwian was a childhood friend of Cigfa Bairg and, although the Bard and the herder now hate one another, Cigfa knows that Fuilcwian might help the PCs. After all, Fuilcwian once lived in the southern Coldfells, in the area where the Low Road Bandits supposedly lived. Fuilcwian also unwittingly possesses a key (see #6e below) to the vault which holds Talin's Treasures. (See Section 5.4 for more regarding Fuilcwian.)*

Fuilcwian the Herder resides at Benhuis, a partially restored stone hall set in the center of an abandoned Dunnish hillfort. Two concentric earthen walls surround the upper portions of the terraced hill, the only remnants of what was once a formidable fortress. The Elves called the site Caras na Teregnen, the "(Hill) City by the Trollwater," since it was built upon a steep height beside one of the two largest rivers born in the Trollshaws. Lying only a few miles south of the Great East Road (and only four miles north of Malm Bairg's tower), the town once commanded two great avenues of trade. Today, Men shy away from the grass hill, for it is considered a haunted place.

Fuilcwian and his compatriots are happy to hide behind the mystique that shrouds their home. Few dare to venture close enough to bother them, and those that do are easily fooled or dispatched. Fuilcwian's chief chore is keeping his small herd of sheep and cattle from roaming out of the enclave atop the hillfort. Smoke from the cooking fires is minimized by using the proper mix of dry wood, and a blue dye is added to give it a otherworldly tone.

GM Note: *Note the family's concern for remaining hidden. A simple clue like smoke from a fire can betray one's presence and location. This applies to adventurers on move, and a party of PCs should take care with every detail of their daily routine. Since this is a starting adventure, the GM might not need to be as vigorous as usual with respect to the PCs' oversights; however, it helps to point out the necessity of remaining aware of the repercussions of every action. Even seemingly innocuous activities can lead to dangerous results. So, if you can, get the PCs to establish a well-conceived daily routine which they use unless otherwise modified.*

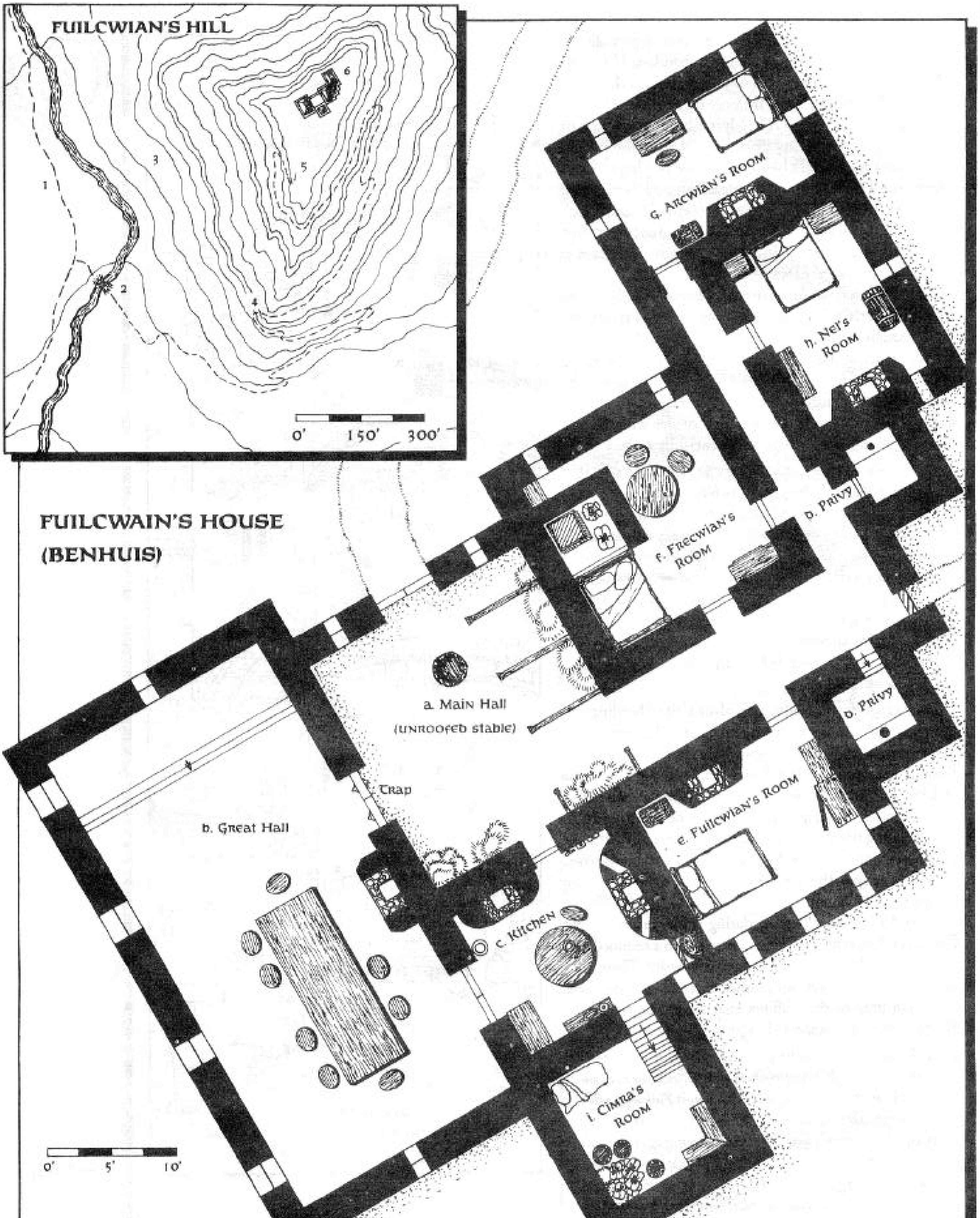
An average day at Benhuis involves a bit of herding and thievery and ends with a simple feast. The seven residents—Fuilcwian and his son Arcwian, Arcwian's wife Boeda, Fuilcwian's brother Frecwian, Frecwian's son Nels and his wife Coedfa, and a servant girl named Cimra—share a relatively easy life. Fuilcwian or Frecwian take turns tending the sheep and leading the boys on nocturnal raids, while the volatile Boeda oversees the three cows. Coedfa manages the household with the aid of young Cimra.

Every fourth week (except during winter) everyone but Fuilcwian drives the small herd downriver to a secluded glen by the River Bruinen, the old family homesite. There, they fish, picnic, and meet with other close family members. Fuilcwian tired of these affairs long ago, so he remains at Benhuis and guards the belongings of his brood.

GM Note: *The periodic departure of most of Fuilcwian's group allows the PCs to journey to Benhuis and face only one NPC. Using proper timing, the PCs can meet Fuilcwian while he is alone. This should be no problem, since the start of the adventure corresponds with the monthly gathering of Fuilcwian's kin. In a normal scenario, however, the GM might set the schedule well ahead of time, so that the PCs must investigate the routine at Benhuis (or rely on luck) in order to avoid encountering most or all of the site's seven residents.*



Ruined Castle



FUILCWIAN'S HILL
1
2
3
4
5
6
0'
150'
300'
FUILCWAIN'S HOUSE
(BENHUIS)
g. Arcwian's Room
h. Ner's Room
f. Frecwian's Room
D. Privy
a. Main Hall
(unroofed stable)
D. Privy
Trap
b. Great Hall
e. Fuilcwian's Room
c. Kitchen
i. Cimra's Room
0'
5'
10'

The Layout of Fuilcwian's House

1. Main trail. This ancient road connects the Bruinen Valley to the south with the Great East Road and, ultimately, the town of Cameth Brin. It was once a busy trade route, but now it is a seldom-used trail.

2. Teregnen (Trollwater) Ford. The swiftly-moving waters of the stream make crossings treacherous. Even the ford is dangerous. A fall in the rocky stream will result in the victim taking 1-10 hits plus a +25 (Large) attack on the Grappling and Unbalancing Attack Table (AT-6). If the PCs use the ford, it is a Hard maneuver on the Moving Maneuver Table (MT-1). Should the PCs cross elsewhere, they must make an Extremely Hard maneuver. The ford itself is difficult to discern, so the PCs will need to roll a Hard (-10) perception roll on the Static Maneuver Table (MT-2) in order to spot the proper crossing point.

3. Fuilcwian's Hill. This commanding height is terraced and occupied by the remains of a Dunnish hillfort. A dry moat surrounds the bottom of the hill. Another moat circles the hill about halfway up the side. A high earthen wall lies in between the moats. At the top of the hill, above the second moat, another earth-wall rises. It served as the defenders' final defense. Both walls were once crowned with wooden palisades.

4. Gate maze. The southward-facing gate is the only entry to the hillfort. Here, the trail switches back and forth up the hillside.

5. Summit common (Fuilcwian's pasture). This oval field covers the hill's summit and now serves as a pasture for Fuilcwian's sheep and cows. It once served as the townsite for the hillfort's Dunlending residents.

6. Benhuis (Fuilcwian's house). This rude stone complex once served as the fine lodging for a Dunlending Chieftain and his retainers. It is only partially restored, but it remains quite comfortable. A description of its chambers follows:

a. Main hall. This 20'x20' chamber is no longer roofed. It once served as an entry hall and greeting area for the Chieftain, but it is now simply a courtyard where the horses are stabled.

b. Great Hall. This 20'x40' chamber is the main dining and entertaining area. The wooden balconies that once encircled the upper walls have rotted away. Two great unlocked oak doors guard the entry. A wolf-shaped door knocker decorates each side of each one. They serve as a means of controlling intruders. Unless either one is pulled, a pair of stones covering the 6'x6' area in front of the door fall away, revealing a 30' pit. The stones are hinged on a counterweighted spring mechanism, so they swing back up to their original position (and reset) after depositing the victim(s) in the pit trap. Victims receive a +30 (Medium) Fall/Crush attack (see Table CST-2). In order to spot the trap, the PC must make a 3medium (+0) roll on the Static Maneuver Table (MT-2). Disarming the trap is a Hard (-10) maneuver.

GM Note: *PCs must use the door knocker or brave the trap before entering the Great Hall, unless Fuilcwian himself opens the door from within. In order to negotiate the trap, the PCs must first spot the mechanism using a Perception roll or by setting it off. Then, they must either disarm or bridge the trap, assuming they have not figured out that a soft pull on the door knocker will do fine. Note that the trap only goes off when the door moves, so a victim successfully opening the door far enough before falling will permit others to pass unscathed (since the trap resets and the door doesn't need to be moved any more).*

c. Kitchen. A pair of crude cooking chimneys dominate the 15'x15' room. The nook in the far corner houses a deep well, which is protected by a rusty wood and bronze door.

d. Privies. Two stone shafts still serve the residents.

e. Fuilcwian's room. Once the Chieftain's Hall, this 15'x15' chamber now houses Fuilcwian Ben and his collection of booty. Fuilcwian has a chest filled with coins (30 gold pieces and 1000 silver pieces) and jewels (ten jewels worth about 10 gold pieces apiece). A pair of boxes lie underneath his great oak bed. One holds an enchanted black iron Ring (a +2 Channeling spell adder), the other a +15 Long Bow. A rusty key lies under the silk that caresses the bow.

GM Note: *Apparently unimportant, this key is actually one of the three keys capable of unlocking the door to the vault that holds Talin's Treasure. (See #7 in Section 6.3.) The PCs might remember that, if an item is relatively light, it might be worth taking along. Another key of this type is in the possession of Taim Loech (see Sections 5.3 and 6.3).*

f. Frecwian's room. Frecwian lives in what was once an armory. The 15'x15' room has walls covered by rich tapestries and is the most comfortable chamber in the house, except for its lack of windows. Frecwian's treasure is stored in a secret 5'x5'x5' nook behind the bed's headboard. It is Very Hard (-20) to perceive (use Table MT-2), and is reached by sliding the bed to the side. It contains a bag containing 25 gold pieces, a bundle holding three gems (each worth 20 gold pieces), and a box which holds a necklace worth 50 gold pieces.

g. Arcwian's room. Arcwian and his wife Boeda occupy this 15'x10' room. They never leave any valuables here, since even Arcwian distrusts Frecwian and Fuilcwian.

h. Nels' room. The 15'x10' chamber is home to Nels and his wife Coedfa. Their recently deceased dog Nydlanga slept in the hollow in the outside wall, guarding the secret entry/escape route. The hollow is Easy (+20) to see from the inside, but Extremely Hard (-30) to spot from the outside (use Perception rolls on Table MT-2).

i. Cimra's room. Here the servant girl normally lives in misery. It was once a root cellar.

6.3 THE LOW LAKE BY LONG FELL

Design Note: *Low Lake is obviously the PCs' ultimate goal. Combined with Long Fell, the underground mere is a spectacular spot. Its design uses natural features to create a sense of wonder and grandeur, emphasizing that effective fantasy creations are often simply modifications of nature's own gifts. This makes a setting all the more "understandable," enabling the players to relate to the place and therefore suspend their disbelief.*

Long Fell

The key to finding Low Lake is, of course, Long Fell, a sheer grey escarpment which overlooks the River Bruinen about forty miles northeast of Rivendell. It is an imposing height. What appears to be a three hundred foot cliff, however, is actually even larger, for the Fell rises five hundred feet from its true base by Low Lake. The lower two hundred foot section of the wall reaches into the cavern that lies along its southwestern side and is obscurred by the surrounding terrain (see the Long Fell cross-section). Only a shrub-shrouded, six-foot wide opening along the cliff's edge provides a link between the upper and lower portions of the Fell. This crevasse serves as the principal entry into Low Lake Cavern. (For more on the ways into the cavern, see Section 4.3.) The sound of Loon-calls echoes through the crack each evening, betraying the presence of still, freshwater below. These birds can be heard a mile away.

A trail runs along the base of the Long Fell and crosses southward over the River Bruinen at a nearby ford. Just before this trail cuts south and away from the flank of the Fell, the Fell Stair appears, like a diagonal scar knifing across the cliff face. Most wanderers see the staircase as nothing more than a great crack in the grey granite and give it little notice. It is here, however, that those in search of the Low Lake should leave the road and head toward the spot where the staircase appears to meet the base of the escarpment.

1. The Fell. The cliff is a five hundred foot high granite face rising from the shore of Low Lake and culminating at the top of an outcropping called Fell's Brow.

2. The Fell Stair. Beginning behind Fell's Brow, this two foot wide staircase cuts diagonally across the cliff face. Once it reaches the mouth of Low Lake Cavern, the staircase descends in a series of winding switchbacks. The base of the stairs is on a rocky beach beside the underground pool. It is a Hard (-10) maneuver to stay on the stairs under good conditions. When it is stormy or too dark, travel on the steps is Extremely Hard (-30).

3. Cavern mouth. A six foot wide opening runs for about three hundred feet, along the line where the Long Fell would normally merge with the surrounding landscape. The Fell, of course, descends another two hundred feet below the cavern mouth.

4. Taim Loech's cave. Taim Loech and his Wild Boar Muc (see Section 5.3) live in this 16' deep, 8' wide, 8' tall cave. This cave's opening is located just above ground level but it is concealed by a tree which grows out of the side of Long Fell, making it Hard (-10) to perceive. Taim's cave overlooks the point where the Fell Stair descends into Low Lake Cavern through the cavern mouth. Since the crevasse which serves as mouth to Low Lake Cavern is only two feet wide where it passes Taim's cave, Taim and Muc can cross the mouth with a short jump (the fall, of course, is only two hundred feet).

GM Note: *Taim or Muc are on watch 75% of the time on roll of 01-75). Should they be alerted to the PCs' presence they will wait in ambush, attacking when the PCs start down the Fell Stair. (See Section 8.2 for more on encounters with Taim.)*

Low Lake

Any descent into Low Lake Cavern is treacherous. Steep and only averaging two feet in width, the Fell Stair is a dangerous construct. It should never be taken lightly, but it is the only way down, short of a drop along a rope or a dive through mid air.

The Low Lake is a clear, deep pool shaped like a seven-pointed star. But for the island at its center and a pair of rocky shelves that serve as the lower landings of the stairways that enter the chamber, the lake occupies the whole of the cavern that bears its name. Hundreds of graceful Loons tred the water and, at night, turn the chamber into a choral hall.

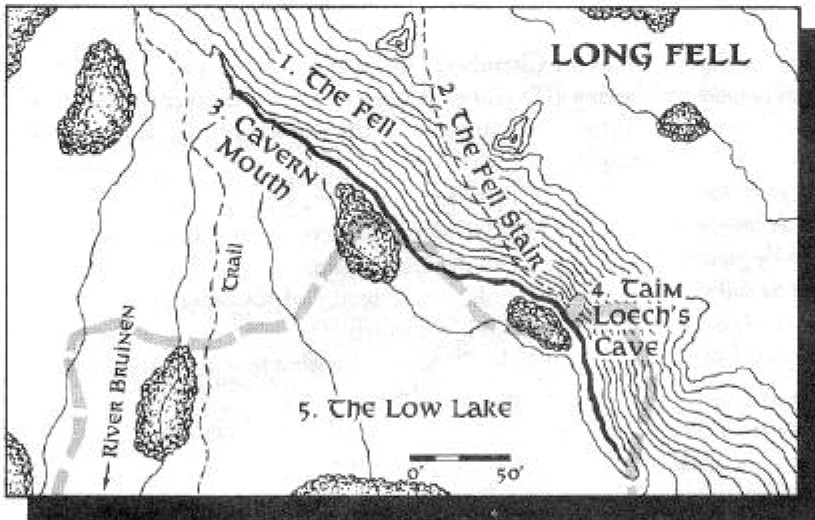
The cave has a two hundred foot high ceiling and measures about four hundred across at its widest point. Rich deposits of colorful minerals and copper-bearing rock lend it an air of enchantment.

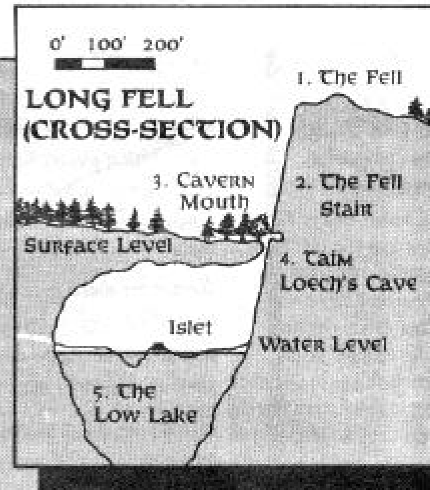
1. The Low Lake. Varying between four feet and six hundred feet deep, the Low Lake is an ancient pool. A great spring and rainfall drained from the Long Fell constantly replenish its reservoir. Its waters are cold and full of minerals and, because of its movement, quite safe to drink.

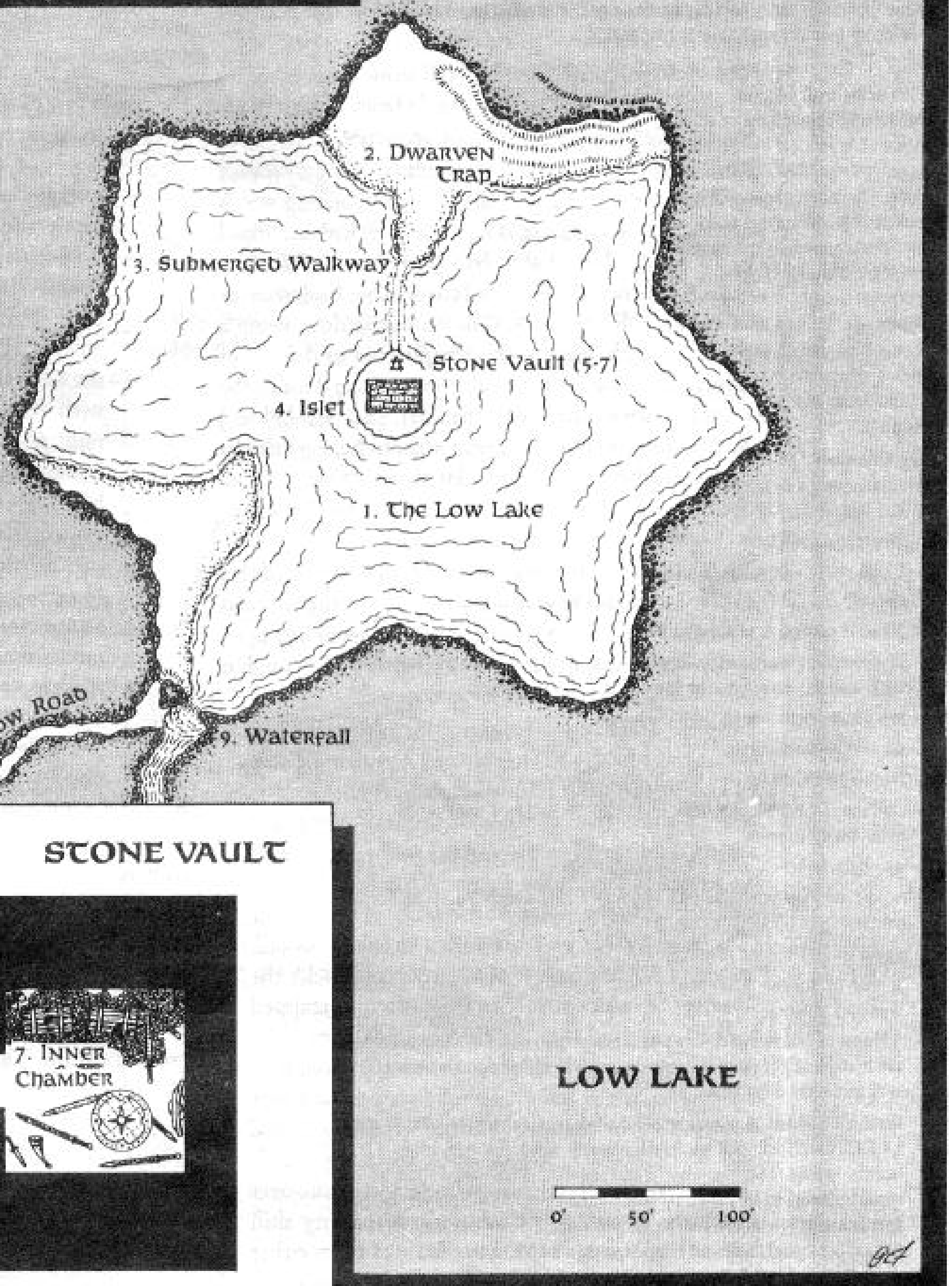
2. Dwarven trap. Constructed by the Petty-dwarves long ago, this trap guards the base of the Fell Stair. It is very Hard (-20) to perceive and Hard (-10) to disarm. (Consult Table MT-2 in the ***MERP*** rules book.)

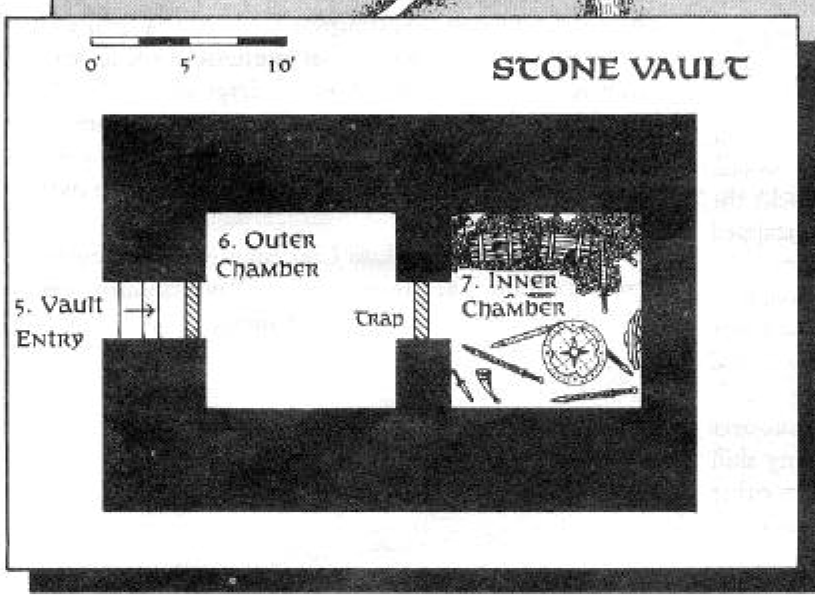
Trap—The mechanism uses a steel spring which triggers a group of fourteen spikes. Anyone placing more than 49 lbs of weight on any of the last seven steps of the Fell Stair will set off the trap. The step will recede three inches and a stone wall panel will slide downward, sending the spikes out of the wall. Those victims caught on the stairs receive one to three +70 spear attacks.

The trap-spring resets after being triggered, for the act of setting off the trap opens a water shoot. When the water enters the shoot under pressure, it turns a water-wheel which moves a series of cogs and restores the spring mechanism to a ready position. (See Design Note on page 25.)


LONG FELL
1. The Fell
2. The Fell Stair
3. Cavern Mouth
4. Taim Loech's Cave
5. The Low Lake
Trail
River Bruinen
0' 50'


0' 100' 200'
LONG FELL (CROSS-SECTION)
1. The Fell
2. The Fell Stair
3. Cavern Mouth
Surface Level
4. Taim Loech's Cave
Islet
Water Level
5. The Low Lake


2. Dwarven Trap
3. Submerged Walkway
Stone Vault (5-7)
4. Islet
1. The Low Lake
8. The Low Road
9. Waterfall
LOW LAKE
0' 50' 100'


0' 5' 10'
STONE VAULT
6. Outer Chamber
5. Vault Entry
Trap
7. Inner Chamber

Design Note: *This trap is based on a practical, working mechanism. By constructing and describing the manner in which a trap operates, you give the PCs a feeling of realism and provide them with a puzzle to solve (assuming they make the necessary roll). For instance, in this case the players can set up a rope which bypasses the last seven stairs, or they can try to jam the steps or the wall panel. Such a trial adds a lot of flavor to the game. Remember that the complexity of a trap should reflect the skill of its builders and the gravity of its mission. Traps that guard great treasures are generally the toughest. Also note that traps which are continually ready need to be reset.*

3. Submerged walkway. This 50' long, flattened stone ridge serves as the accessway to the islet where stone vault which holds the treasure lies. Since it lies a few inches below the surface of the water, it is Hard (-10) to perceive and requires a Medium maneuver to cross.

4. Islet. A 30'long, 20' wide, 10' tall stone vault occupies much of the 40' diameter islet. Aside from a cairn made of giant turtle bones, it is the only structure on the islet.

5. Vault entry. The entry to the vault is barred by a steel door. Two stairs descend to the door, an opening which is only 5' high and 3' wide. The door is locked and Hard (-10) to open. (Use Table MT-2 in the ***MERP*** rules book.) Of course a key obtained from either Fuilcwian or Taim Loech will unlock it. One raises the door using a handle set near the base. A lever connected to the top of the door, but hidden in the wall, connects the door to the trap mechanism in the outer chamber. (See #6 below.) This lever is impossible to remove without boring into the wall. Beyond the door is a circular stone stairway which descends into a 10'x10' room, the Outer Chamber of the vault.

6. Outer Chamber. Rows of holes adorn the walls of this 10'x10' room. Aside from the stairwell entry, the only exit is a steel door set in the opposite wall. This door lifts open and provides access into the Inner Chamber. Although it is not initially locked, the door is trapped.

Trap — The trap is Medium (+0) to perceive, but Extremely Hard (-30) to disarm. (Again, use Table MT-2 in the ***MERP*** rules book.) If the door is opened more than 3' without the trap being disarmed, a series of levers set in the wall open a set of doors which permit the waters of the Low Lake to spill through the holes in the walls of the Outer Chamber. Water pressure forces the door to fall, reshut, and lock; and it also closes and locks the door at the vault entry. (See #5.) Victims trapped in the room find that the chamber fills in only 12 rnds (2 minutes). If they do not escape soon, they drown. Escape is accomplished by opening either door out of the chamber, both of which are locked and Very Hard (-20) to open from the inside (Unlocking the door while swimming is a maneuver modified by -100 + character's swimming skill bonus.) As noted above, key obtained from either Fuilcwian or Taim Loech will open the entry door.

7. Inner Chamber. The Inner Chamber is a 10'x10' room with a 10' ceiling. Within it, strewn all over the floor, is Talin's Treasure. It is the legacy of the Low Road Brigands.

Talin's Treasure:

— 1,000 silver pieces, in piles amidst the remains of two decayed chests;
— 50 gold pieces, scattered about;
— one pendant worth 10 gold pieces, in a bag of black silk adorned with a seven-pointed star sewn with silvery thread;
— ten gems, each worth 2 gold pieces;
— six +5 broadswords;
— two +10 shields;
— one magic +5 dagger which returns to hand of user one round after being thrown;
— one quarterstaff, a x3 PP spell multiplier;
— a pair of Boots of Passing (fit any size), which leave no footprints;
— a suit of +10 plate armor;
— a suit of magic +10 chain mail which is +20 versus missile weapon attacks.
— a Helm of Night-sight (fits any size), which enables the wearer to see in moonlight (that is, outside and when the moon is up) as if it was a cloudy day; and
— the Kine's Horn, a magic white ox-horn inlaid with silver. It is a x4 PP (Essence) spell multiplier which gives the wielder a +20 bonus when casting any Bard spells. The horn has two mouthpieces, each keyed to one of the Horn's two powers. Unfortunately, the Horn can be blown only 2 times per day. When blown on the left side, all friends within a 100' radius add +25 to their OB and DB for the next six rounds. When blown through the right mouthpiece, the Horn makes no noise, but it will summon any one person within a ten mile range who the user knows to be present (within the range).

8. The Low Road. This stairway leads up to a door and a passageway exit, the northern terminus of the ancient Low Road. The Low Road runs underground for nearly one hundred miles but is now collapsed at the southern end. (At the GM's discretion, it may be blocked along the way as well.) Those entering the passage are in for a rude surprise.

9. Waterfall. Here, the Low Lake empties into an underground stream. The stream meets the River Bruinen after a southward journey of some two miles.

7.0 THE TASK

The Loons of the Long Fell adventure revolves around one quest: to discover the location of Low Lake and to recover Talin's Treasure—in particular, the Kine's Horn. It is not an easy task, but the PCs will find that few worthwhile accomplishments come easily.

7.1 STARTING THE PLAYERS

This adventure begins with the PCs' separate arrivals at the Last Inn. There, they settle in before encountering the mistress of their venture, the Bard Cigfa Bairg. Cigfa will meet with each PC separately in a private booth adjoining the inn's Public Room (see Section 6.1 at #7). After speaking with them individually and insuring herself of their relative loyalty to her cause, she will gather them together by the hearth in her private guest room upstairs. She will then offer each 5 gold pieces to solidify their commitment and help equip them for their journey.

The PCs should get to know one another if they have not already met by this time. Cigfa will see to it that there is some cohesion. Her plan calls for duping the party, but she still desires competent and capable pawns. Any divisiveness will doom her strategy.

The First Step: The Trip to Benhuis

Cigfa will call for warm, spiced wine, herb tea, and cakes before outlining the plan over a small feast. She suggests that they seek her enemy Fuilcwian at Benhuis, acquiring the herder's key in the process. (Cigfa also wants some knowledge about Fuilcwian's home and his raiding operation, but she will not tell the PCs for fear that they might realize her great concern about her foe.)

So first, the PCs will travel to Benhuis and see the shepherdFuilcwian. Their mission will be to learn as much as they can about the lay of the land in the southern Coldfells, deriving what they can about clues to the location of the Low Road and Talin's hold at Low Lake. In addition, by buying or stealing the key without raising suspicions, the PCs will have a significant start. But, they must accomplish this side mission without mentioning Cigfa or upsetting Fuilcwian.

The Second Step: The Journey to Low Lake

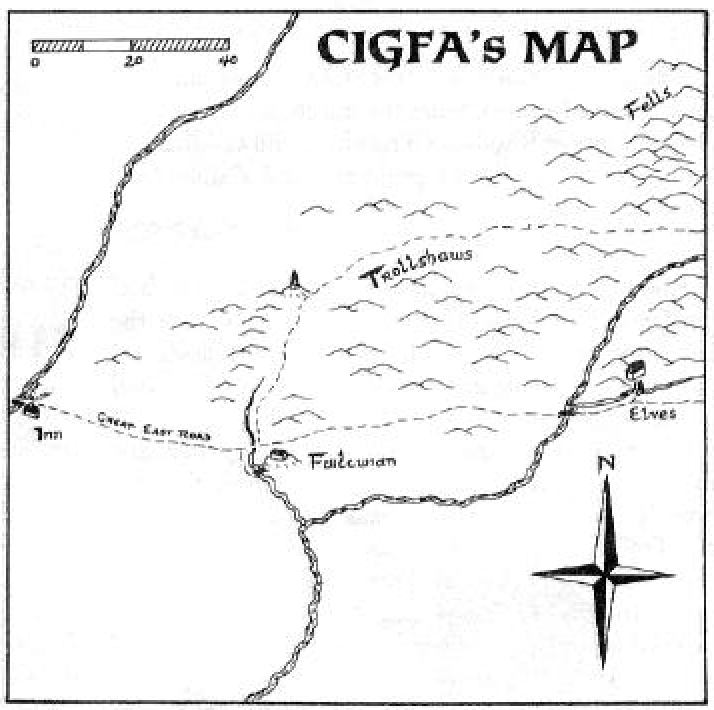
From Benhuis, the PCs will head toward the Coldfells. Cigfa will tell them all she can about the tale (see Sections 4.1 and 4.2) and give them a copy of the poem and something resembling an accurate map. But beyond that, the Bard will be of little help. It is up to the PCs to discover the specific location of their destination and achieve their goal.

The Third Step: The Return

Cigfa will note that the Low Road's southern end has collapsed and that any return via the underground tunnel will be precarious at best. This is an important warning, for her word is true and, should the PCs ignore it, they might be trapped in the bowels of the ancient hall hewn by the Petty-dwarves. She may care little for the PCs, but she is very concerned about the fate of the Kine's Horn.

7.2 AIDS

Aside from the poem and legends, Cigfa's rough regional map serves as the primary aid. (See "Cigfa's Map.") It shows the route eastward to Fuilcwian's residence at Benhuis, as well as the major trails into the Trollshaws and Coldfells to the north.



Cigfa's Map

Fuilcwian can provide more detailed information. If the PCs keep him friendly, he might even draw them a map (see "Fuilcwian's map"), but the party better have a good reason for needing his help—a rationale that does not excite Fuilcwian's own greedy tendencies. For instance, they might be looking for a lost friend, or they might claim that they plan to start a mine.

Obtaining Fuilcwian's key is even trickier. Theft is one possibility, but it must not be detected, less it alarm the dangerous herder and his kin. Alternatively, the PCs can purchase the key; however, again the party must have a story supporting its plan. Such an excuse might assert that they are looking for key meeting a certain description (e.g., "a rusty key about six inches long which is engraved with a Dwarven symbol"), one which opens a keep door or a mine entry. Showing care not to offer too much or too little, the PCs then might volunteer a few silver pieces for knowledge of such an item, or a gold piece or two for actual possession of the key.

Further aids are few. Most are in the possession of the party's adversaries—Malm and Taim—neither of which will offer aid under any circumstance. Acquisition of these items, such as Taim's key and map, depend on the PCs' ability to vanquish their foes.

7.3 OBSTACLES

The obstacles confronting the PCs are tough, but by no means, overwhelming. Since the usually active and dangerous beasts of Rhudaur's Trollshaws and Coldfells are not involved, the primary problems revolve around the terrain, the traps, and two NPCs.

The Terrain

Rhudaur is a rough land, particularly the area north of the Great East Road. Cliffs and rocky hills cover the landscape; forests and fens fill almost every hillside and hollow. Even simple travel plans can unravel in this wild locale.

For purposes of this adventure, it is suggested that moving maneuver rolls only be made when the PCs actively challenge a cliff or stream, such as in the case of the Trollwater Ford near Fuilcwian's house or the Fell Stair cut into the Long Fell. These trials provide sufficient excitement for beginning PCs and might even best someone. Additional maneuvers involving terrain are suggested only when the PCs actively tackle a significant obstacle (e.g., they leave the trail in order to scale a spire of rock because "it looks intriguing").

The Traps

Traps may be the roughest foes the PCs face. The door into the Great Hall at Fuilcwian's house (see Section 6.2 at #6b) is the first of these deadly mechanisms, but it can be avoided altogether by a party choosing to simply knock on the door.

The traps at the Long Fell (see Section 6.3 at #2) and in the vault on the Low Lake (see Section 6.3 at #6) are less forgiving. Both can be deadly. If perceived, however, the first trap can be bypassed by avoiding the lower steps of the Fell—a relatively simple operation. The second trap can be overcome with a good disarming roll or, even if it is set off, with one of the vault keys obtained from Fuilcwian or Taim.

The NPCs

PCs generally have less control over NPCs than they do over the terrain or traps. Like the weather, NPCs are capricious. Unlike the weather, which has been omitted as a factor in this beginning scenario, the NPCs present real problems for the party. Malm hopes to shadow them at every turn and attack when they have penetrated the vault and are at their weakest moment. Taim seeks to ambush any intruders. Taim's Boar Muc makes him even more dangerous, particularly on the precarious steps of the Fell Stair.

Then there is Fuilcwian (see Section 5.4), the one NPC that the PCs can influence. He and his kin can quickly defeat the party if aroused and readied although, like any NPC, he can be overcome if alone and attacked by a coordinated group. Fuilcwian's strength is such that, even if he is quickly slain, he might significantly weaken the adventuring group. Every challenge undertaken stands a chance of hurting the PCs.

7.4 REWARDS

Cigfa offers the PCs all of Talin's Treasure (see Section 6.3 at #7), save the Kine's Horn. This is a considerable fortune for young adventurers. In addition, the Bard is willing to offer 5 gold pieces apiece as an advance against expenses. This is quite generous.

Other treasure lies at Benhuis (see Section 6.2 at #6e and #6f). By overcoming or robbing Fuilcwian and his brother Frecwian, the PCs can acquire even more booty. Some PCs might even seek to doublecross Cigfa and keep the Kine's Horn, risking retribution at some future date. The question of greed versus risk will dictate the success or failure of the group.

8.0 THE ENCOUNTERS

GM Note: *In a typical scenario, the GM might roll to determine random encounters, using a chart set up for the particular setting or the* ***MERP*** *Encounter Table (Table ST-10). In such a case, the PCs would make one roll (the "avoidance roll") while GM rolls an "activity roll." By adding appropriate modifiers and comparing the difference between the two results, the GM can determine whether the PCs encounter beasts or NPCs.*

Only three encounters affect the this adventure and all involve the PCs meeting one of the NPCs. The following notes show how the NPCs might react under certain specific circumstances.

8.1 ENCOUNTERS WITH FUILCWIAN

As noted, Fuilcwian the herder is a mercenary sort of fellow. Opportunistic and skilled in the arts of thievery, he is not above mayhem or murder. It is best to meet him when he is alone.

Any encounter with the herder will seem awkward. Fuilcwian always bears his deadly broadsword and will keep it drawn and ready until he is comfortable. Should anyone make an overt move which seems dangerous, Fuilcwian will make an example of the poor sot. Even if no one makes such a move, however, he will remain suspicious of their motives, so care is suggested.

If Fuilcwian survives a fight with the PCs or discovers something missing after they have left, he will seek to exact revenge. This will mean gathering his brother and sons for a hunt or, should they be gone, leaving a note before departing on trail.

8.2 ENCOUNTERS WITH MALM

Encounters with Malm will occur in two ways; the PCs will either spot the Dunnish warrior as he stalks them, or Malm will surprise them after they secure Talin's Treasure.

Should Malm be discovered, he will weigh the situation. He might act nonchalant and attempt to "act" his way out of the situation. For instance, Malm might claim that recent lootings near his home led him to watch the party as they travelled through the area, or he might pretend to be a warder who seeks poachers. Malm will only flee if he is sure his ruse has failed, and he will not fight unless cornered.

In the rare case where he must run, Malm might employ his Boots of Leaping to get a head start. He can jump quickly and unpredictably, foiling most pursuers. Unfortunately, he can only use this power twice a day, so the warrior will be judicious about resorting to such a tactic.

Malm also likes to use surprise in a melee. While his composite bow is safer, his invisible short sword often enables him to strike opponents before they even know he is armed. Once he swings the blade, though, it becomes visible, and Malm is careful to make the initial blow count. If Malm can trap a foe and ambush him, he might choose his bow, but generally he prefers his sword.

8.3 ENCOUNTERS WITH TAIM

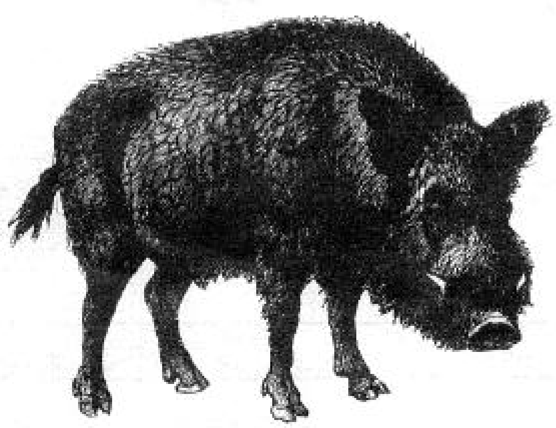
Taim has the luxury of largely controlling his position. Accompanied by his Boar Muc, he can keep watch over the entry to Low Lake Cavern most of the time. His Ranger skills make him a vigilant and formidable foe.

Taim likes to keep hidden until his prey is vulnerable, ideally somewhere on the Fell Stair. This gives him a set target who cannot safely flee. The Ranger knows that escape down the stairs is obstructed by the Dwarven spike-trap, and that flight up the steps might be all but insane. Using Muc to hold the top of the Fell Stair, he employs his fine Long Bow to rain arrows on his unfortunate adversaries.

Since Taim often plays his flute (10% of the time, roll 91-100), methodical PCs might discover his presence. This is particularly true of a party that waits and observes the Long Fell area before attempting to descend into the cavern. By discovering Taim, the PCs have an enormous opportunity to avoid an embarassing and possibly fatal ambush.

If confronted, Taim will resort to using his hand axe, retreating into his cave or taking the Fell Stair up the cliff. Muc will cover his retreat and, should Taim be injured or killed, the Wild Boar will turn on his master's enemy with a frightening vengeance. Muc will gore anyone he perceives to be a danger to the Ranger.

Remember that Taim nows all about the Low Lake Cavern and the vault. Utilizing his knowledge about the traps and safe routes, as well as his key, he can skillfully outmaneuver all but the cleverest of PCs, thereby providing the party a considerable challenge.



Muc

RS-2 — DAMAGE RECORD SHEET

Combatant / Character	Hits Taken	Hits Being Taken per Round	Subtraction from Bonuses	# of Rounds Down or Out	# of Rounds Until Death	Special

RS-1 — CHARACTER RECORD SHEET

Name: ______
Culture/Race: ______
Profession: ______ Age: ______
Realm: ______ Gender: ______
Height: ______ Weight: ______
Hair: ______ Eyes: ______
Demeanor: ______
Personality: ______
Motivation: ______
Alignment: ______
Special: ______

Spell Lists:	Chance
1)	[ ]
2)	[ ]
3)	[ ]
4)	[ ]
5)	[ ]
6)	[ ]
7)	[ ]
8)	[ ]
9)	[ ]
10)	[ ]

Languages:	Rank
1)	
2)	
3)	
4)	
5)	
6)	
7)	
8)	

Stat (Abbr.)	Value	Normal Bonus	Race Bonus	Total Bonus
Strength (ST)				
Agility (AG)				
Constitution (CO)				
Intelligence (IG)				
Intuition (IT)				
Presence (PR)				
Appearance (AP)				

Encumbrance Penalty: ______ = ST ______ – Wt. Mod. ______

Current Level: ______
Experience Points: ______
Power Points: ______
Armor Worn: ______

Shield (+25 DB) ☐
Helmet (-5 Perception) ☐
Arm Greaves (-5 OBs) ☐
Leg Greaves (-5 MMs) ☐

	Stat	Items	Special	Total Bonus
Defensive Bonus (DB):	AG			DB
Essence RR Bonus:	IG			RR
Channeling RR Bonus:	IT			RR
Poison RR Bonus:	CO			RR
Disease RR Bonus:	CO			RR

Skill	5% Ranks	2% Ranks	Rank Bonus	Stat Bonus	Profession Bonus	Item Bonus	Special Bonus	Special Bonus	Total Bonus
Movement & Maneuver Skill Category:									
No Armor	☐☐ — Maximum			AG	xxxxx			+0	MM
Soft Leather	☐☐☐ — Number			AG	xxxxx			-15	MM
Rigid Leather	☐☐☐☐☐ — of			AG	xxxxx			-30	MM
Chain	☐☐☐☐☐ ☐☐ — Ranks			ST	xxxxx			-45	MM
Plate	☐☐☐☐☐ ☐☐☐☐ —			ST	xxxxx			-60	MM
Weapon Skill Skill Category:									
1-H Edged	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		ST					OB
1-H Concussion	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		ST					OB
2-Handed	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		ST					OB
Thrown	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		AG					OB
Missile	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		AG					OB
Pole-arms	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		ST					OB
General Skill Category:									
Climb	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		AG					MM
Ride	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IT					MM
Swim	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		AG					MM
Track	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IG					SM
Subterfuge Skill Category:									
Ambush	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		XXxxxxx	xxxxx	xxxxx			SP
Stalk/Hide	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		PR					MM/SM
Pick Lock	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IG					SM
Disarm Trap	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IT					SM
Magical Skill Category:									
Read Rune	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IG					SM
Use Item	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IT					SM
Directed Spells	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		AG					OB
Miscellaneous & Secondary Skills and Bonuses:									
Perception	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		IT					SM
Body Development	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐		CO				+5	SP
Base Spell OB			xxxxx	XXxxxxx					OB
______	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐							
______	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐							

OTHER MIDDLE-EARTH ROLE PLAYING PRODUCTS

DISPLAY AND STAND-UP CHARACTER GUIDELINES

THE DISPLAYS

This product contains larger versions (called displays) of the layouts for the sample game setting in Part VI of ***MERP*** (p. 98-112), as well as generic countryside displays that can be used for camping, encounters, or battles that take place in the countryside. Also included are transparent plastic sheets with hexgrids (consisting of hexagons) printed on them. These sheets can be placed over the displays to aid in resolving movement. The hexagons (hexes) can be used to gauge distances and to resolve movement.

During play, the Gamemaster should only reveal to the players the parts of the displays which they have already discovered. To accomplish this the GM may either cover the undiscovered parts with sheets of paper or he may cut the displays into seperate pieces (usually separate rooms or halls) and bring the various pieces into play as they are entered.

THE STAND-UP CHARACTERS

The stand-up characters are printed in full color on heavy, coated cardboard. When cut out, folded and placed in the plastic stands, they provide individual figures for the characters. These figures have their professions, hits, levels, armor, and some of the more important bonuses printed on the back. This same information may be placed on the six PC character figures—use a pencil so that you can change the values if the characters reach a new experience level.

Note: *Small metal figures called miniatures are also available to represent characters and creatures. Miniatures can be painted and individualized to provide a very useful mechanism for representing participants in a Fantasy Role Playing environment. A fine range of Middle-earth miniatures from Mithril Miniatures are available at most hobby and game stores. If the Gamemaster and players wish to use miniatures (small statues of various creatures and characters) as markers, they can cut out the information on the back of the stand-up characters and tape or paste it to the bottom of the miniatures. Other types of markers such as chess pieces can be used in a similar manner.*

KEY FOR THE STAND-UP CHARACTERS

Name, Culture/Race, Profession = As defined by ***MERP***.

Lvl = Experience Level

MovM = Movement and Maneuver bonus for Armor normally worn.

AT = Armor Type (i.e., the type of armor normally worn): None; RL = Rigid Leather; SL = Soft Leather; Chain; Plate; H = Helmet; AG = Arm Greaves; LG = Leg Greaves.

DB = Defensive Bonus (special bonus is one is normally used, e.g., shield bonus, defensive spell bonuses, etc.). DB includes special bonus if one is indicated in parentheses. Sh = Shield.

OB = Offensive Bonus (weapon used & weapon bonus) Weapon category. This OB includes weapon bonus if one is indicated in parentheses. The *weapon category abbreviations* are: E = 1-H Edged, C = 1-H Concussion, T = 2-Handed, Th = Thrown, M = Missile, P = Polearms
The *weapon abbrevations* are: ba = battle-axe; bo = bola; bs = broadsword; cb = crossbow; cl = club; cp = composite bow; da = dagger; fl = flail; ha = handaxe; hb = halbard; ja = javelin; lb = long bow; ma = mace; ms = morning star; ml = mounted lance; ne = net; qs = quarterstaff; ro = thrown rock (resolve on MERP Table AT-4 with a Fumble Range of 1-2, crush crits, and a Base Range of 50); sb = short bow; sc = scimitar; sl = sling; sp = spear; ss = short sword; ts = two-handed sword; wh = war hammer; wp = whip.

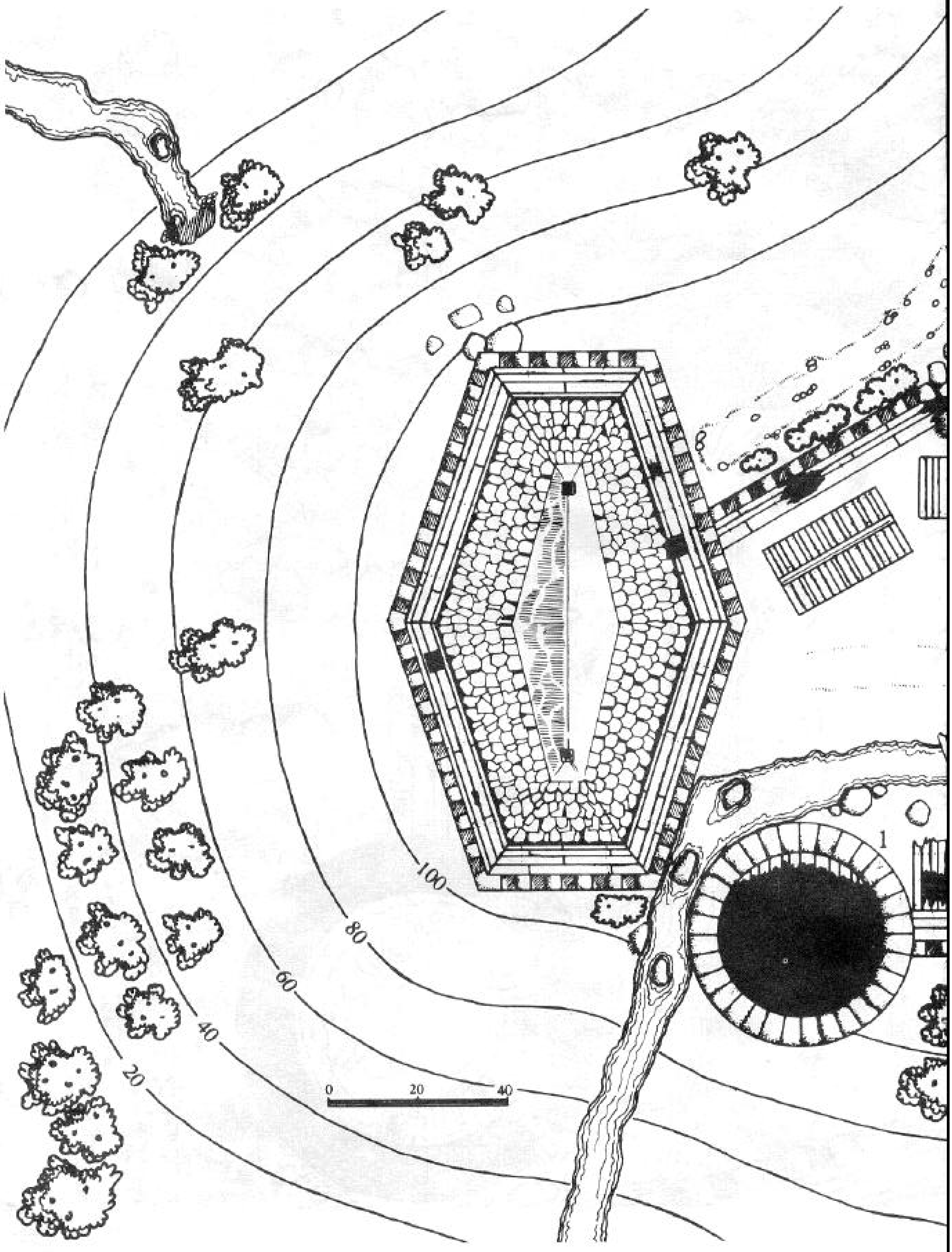
PP = Power Points (spell bonus item). "+#" indicates a +# spell adder; "x#" indicates a x# spell multiplier (already included in PPs given).

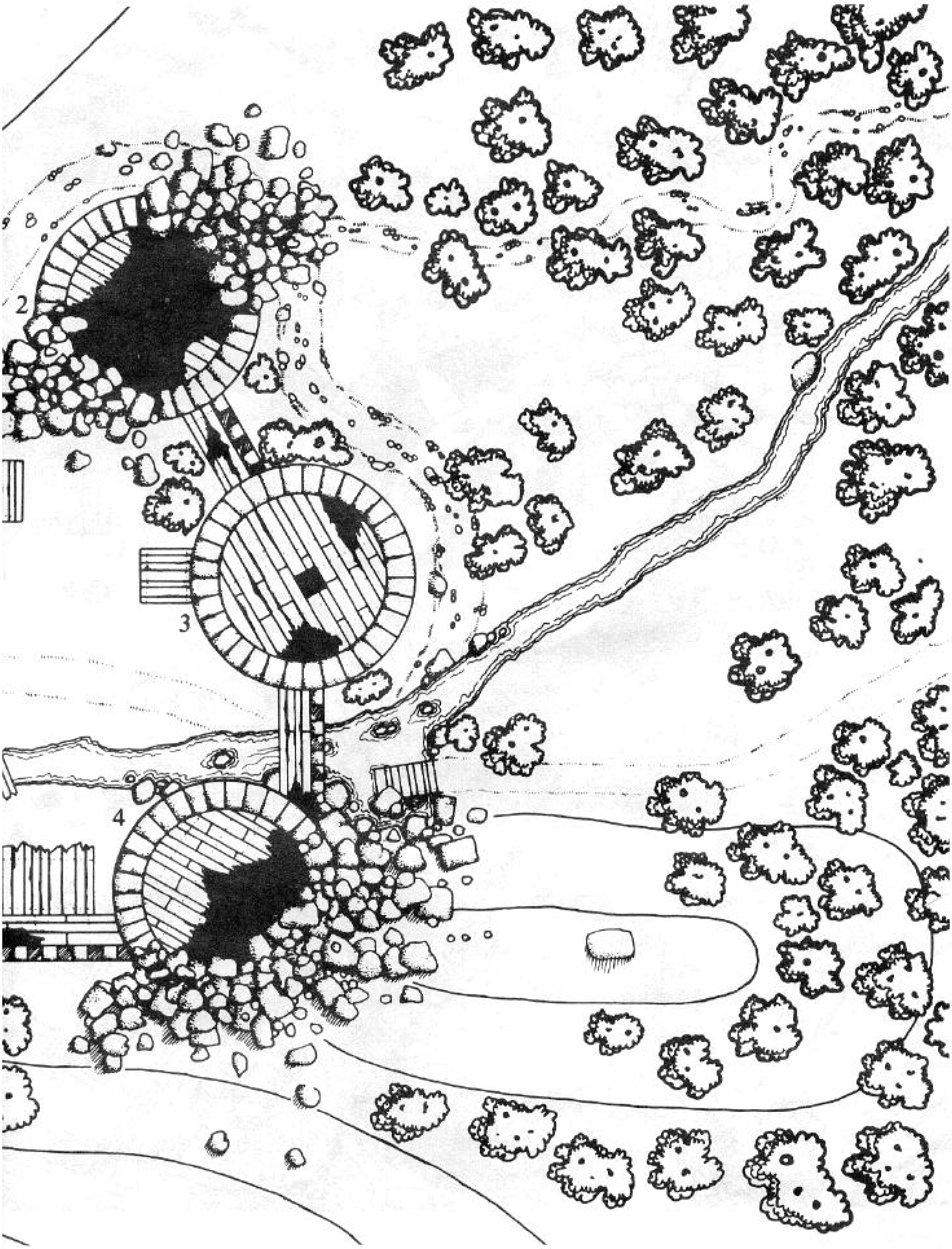
BS = Base Spell OB.

DS = Directed Spells bonus.

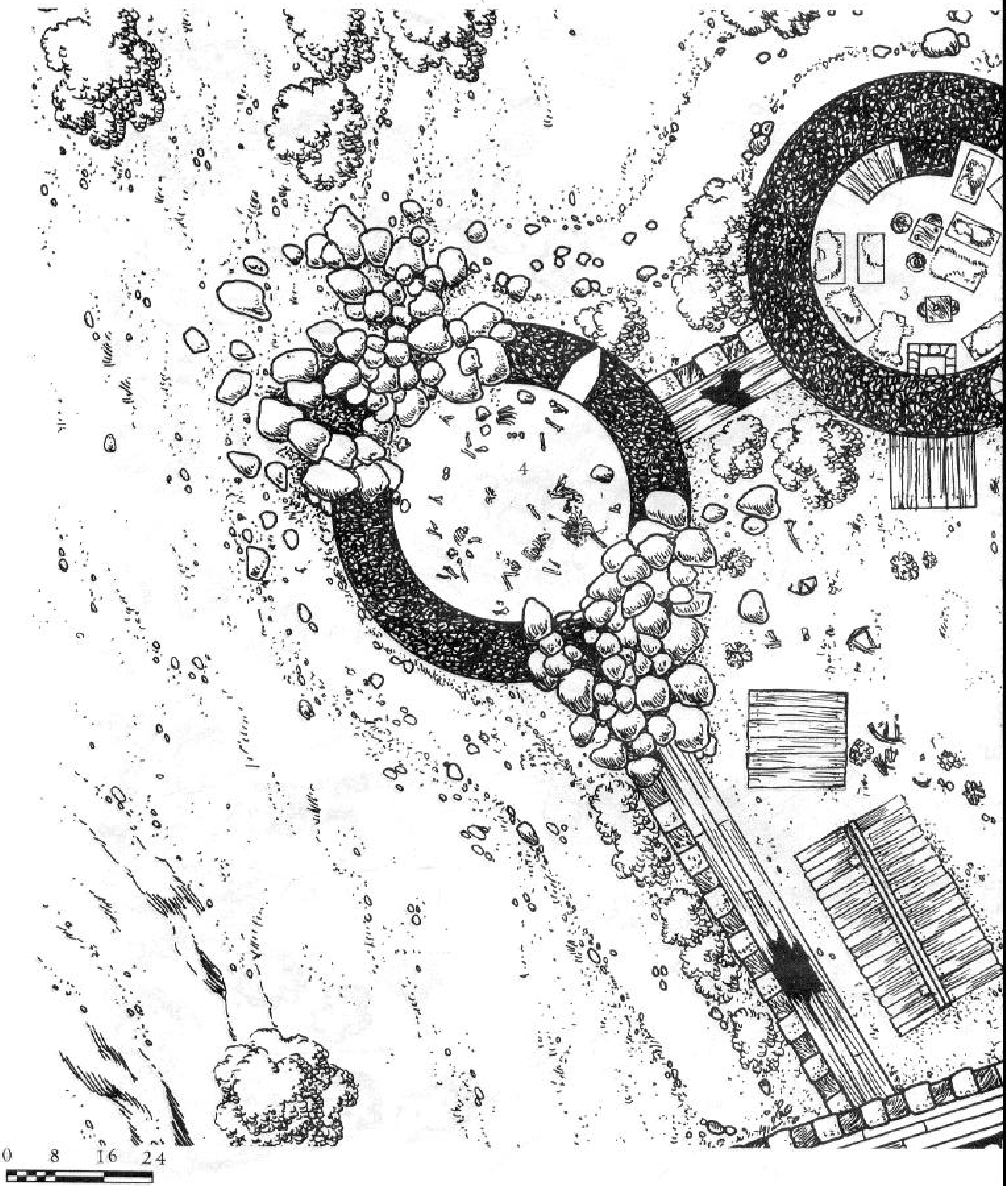
Note: For approximate values for other skill bonuses, a Gamemaster can refer to the Master Character Table ST-3 (***MERP*** p. 252-254).

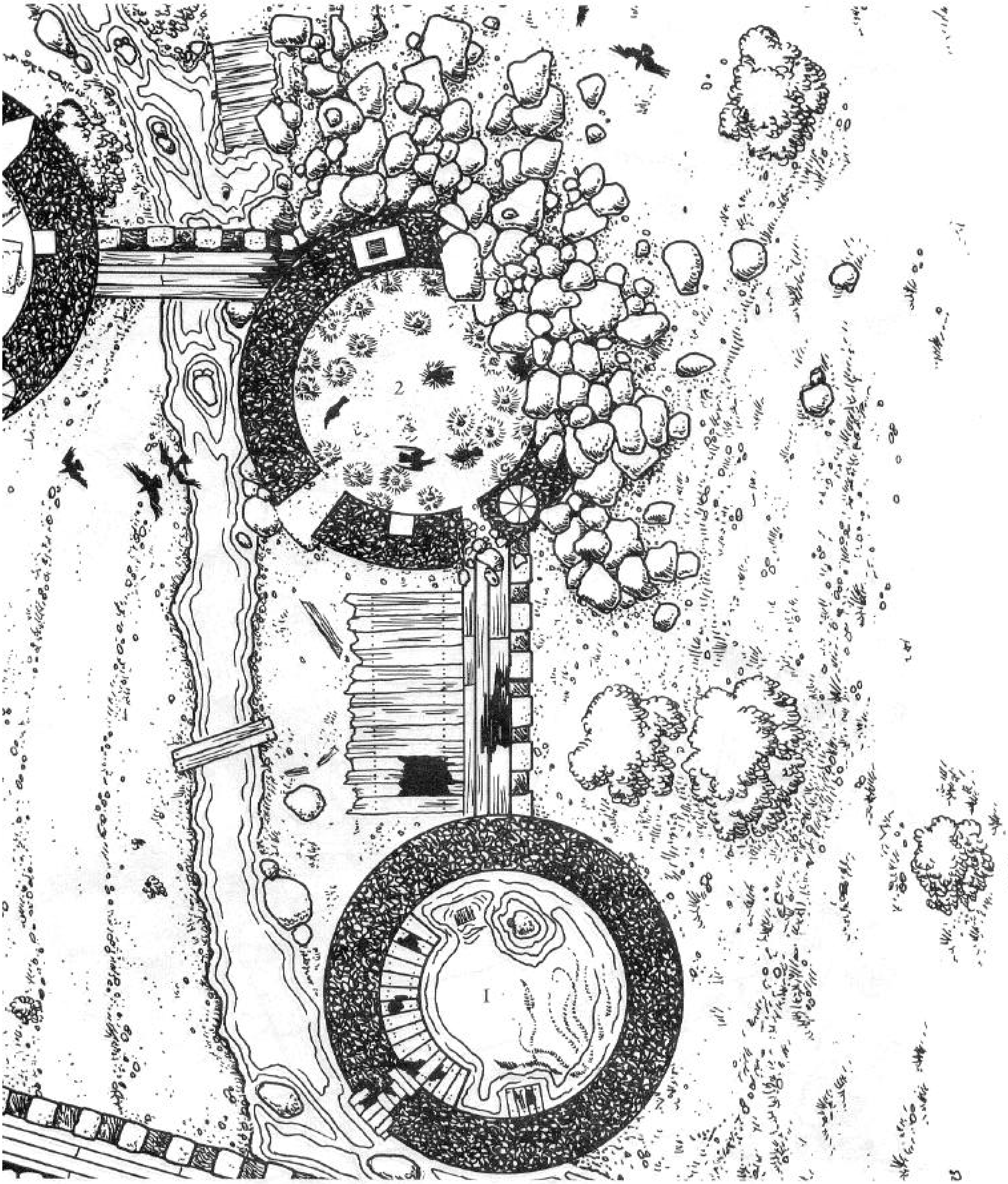
Overview of the Castle



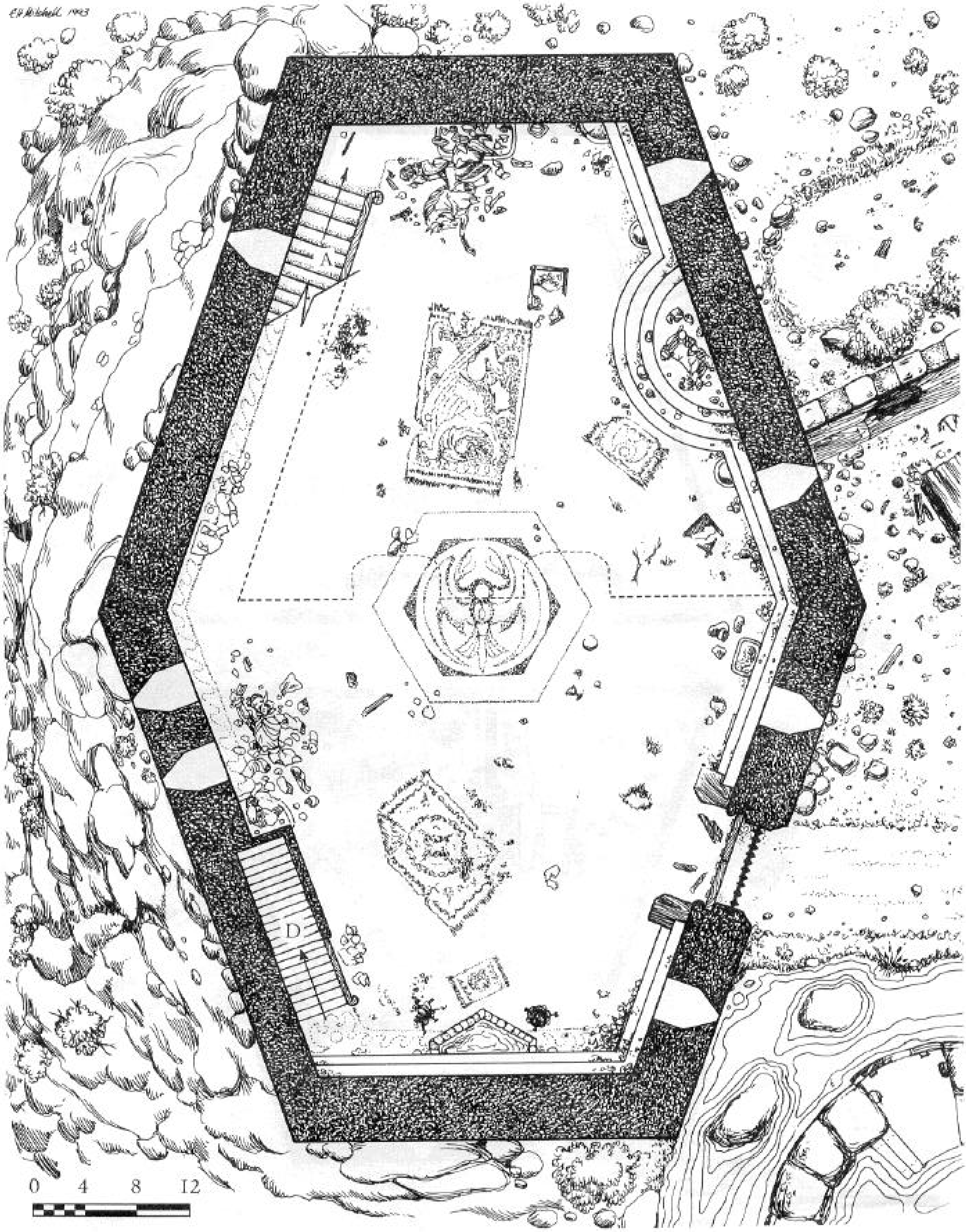

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The Four Towers of the Castle

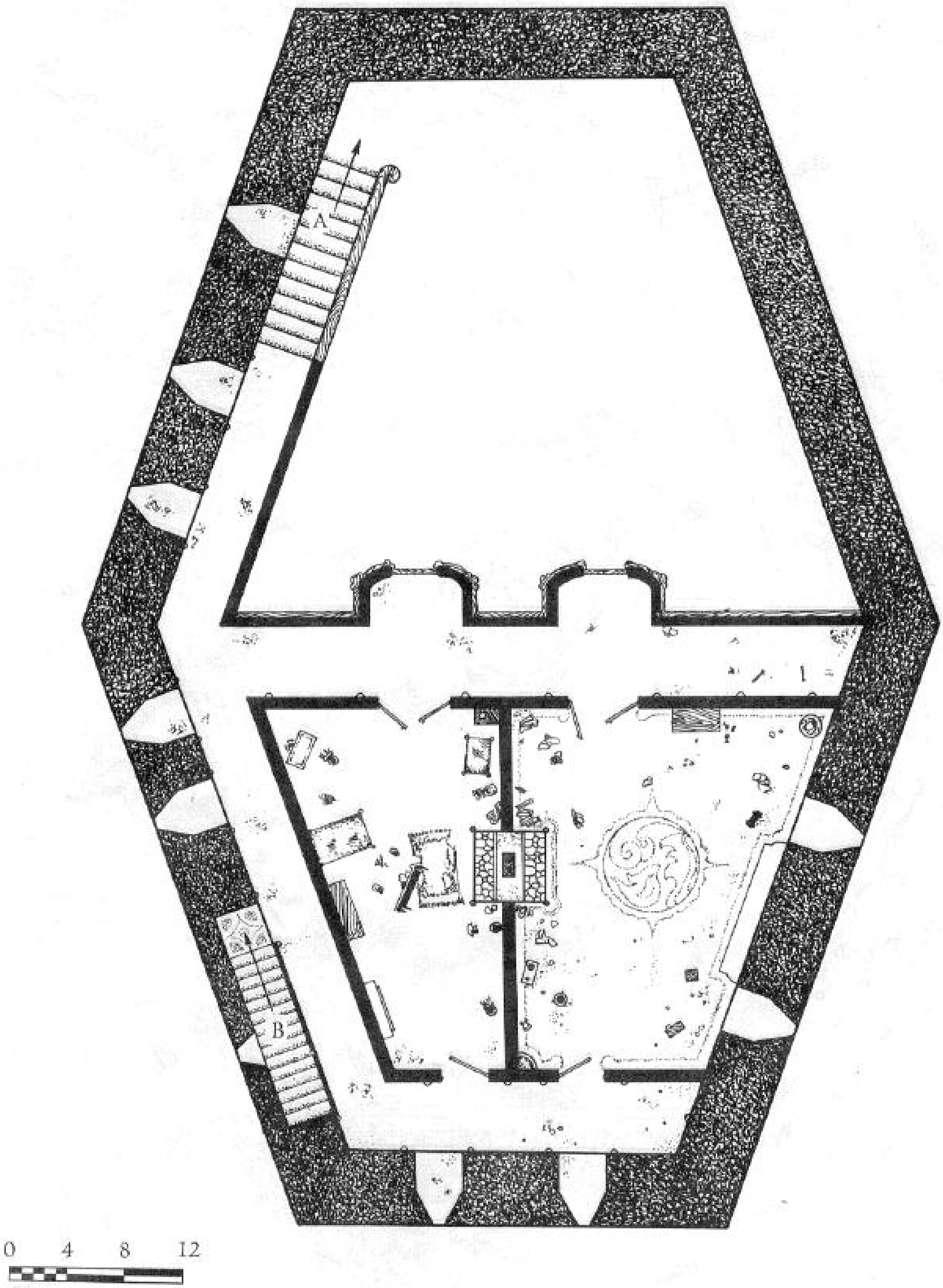



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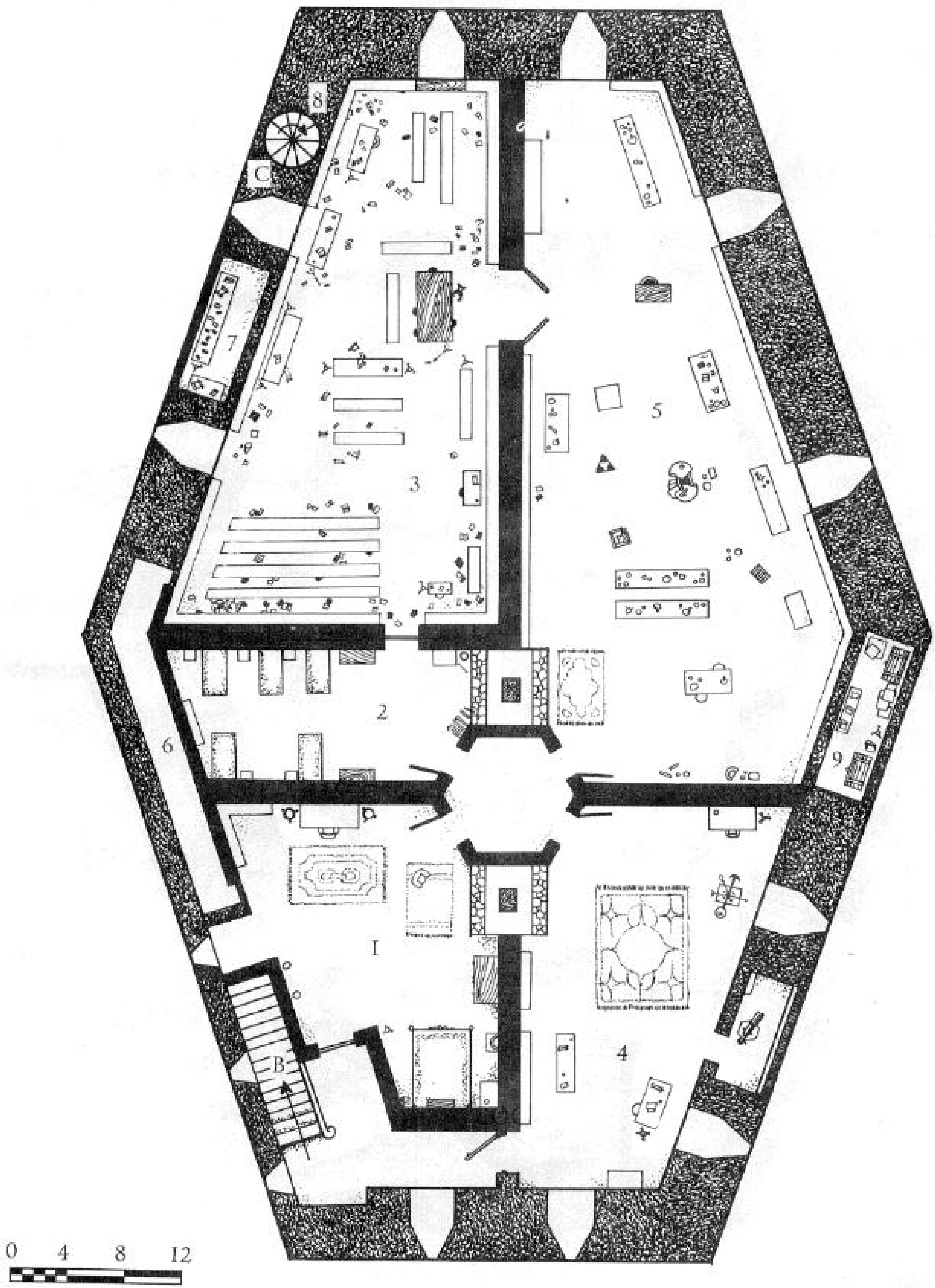
Keep – First Floor



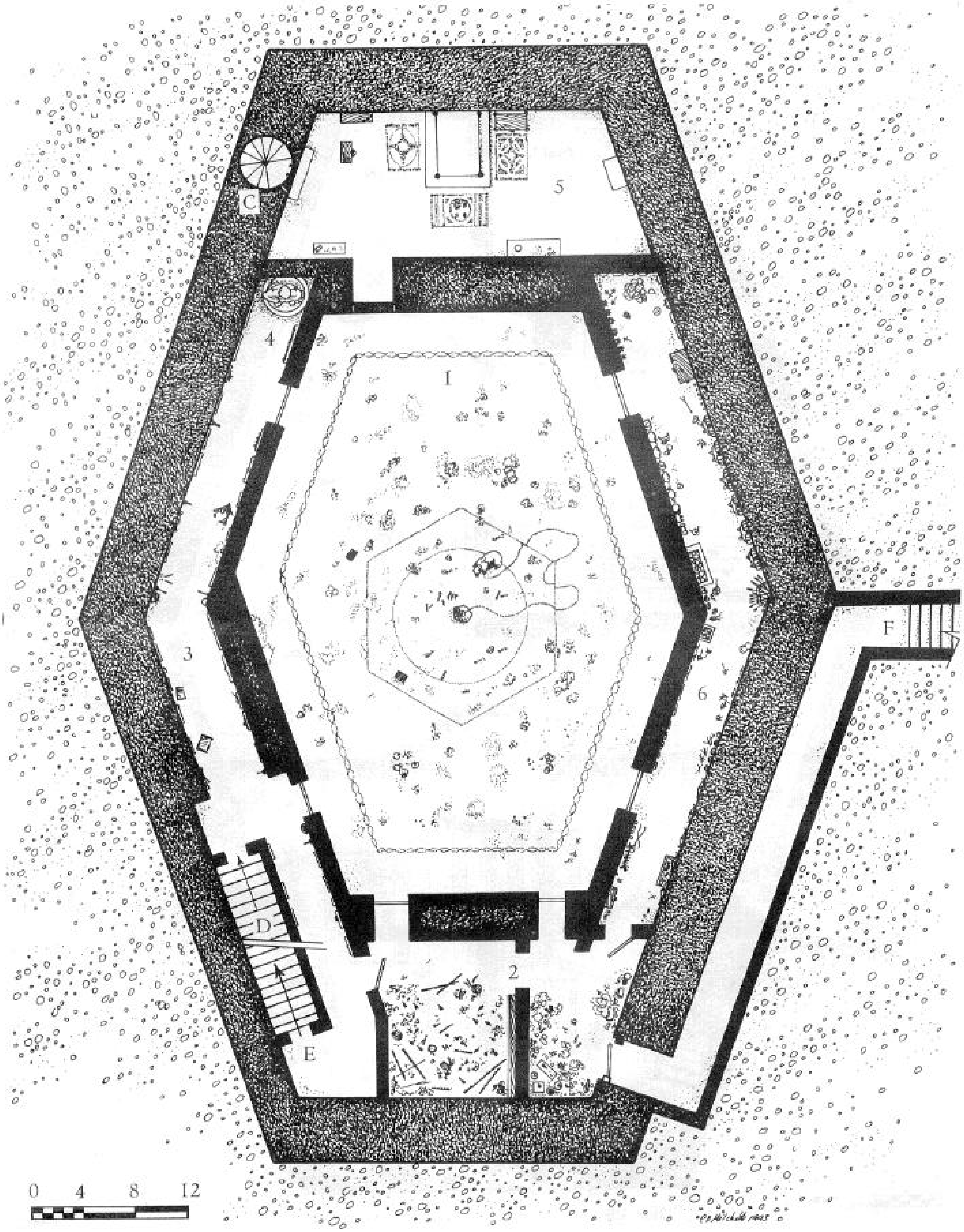
Keep – Second Floor



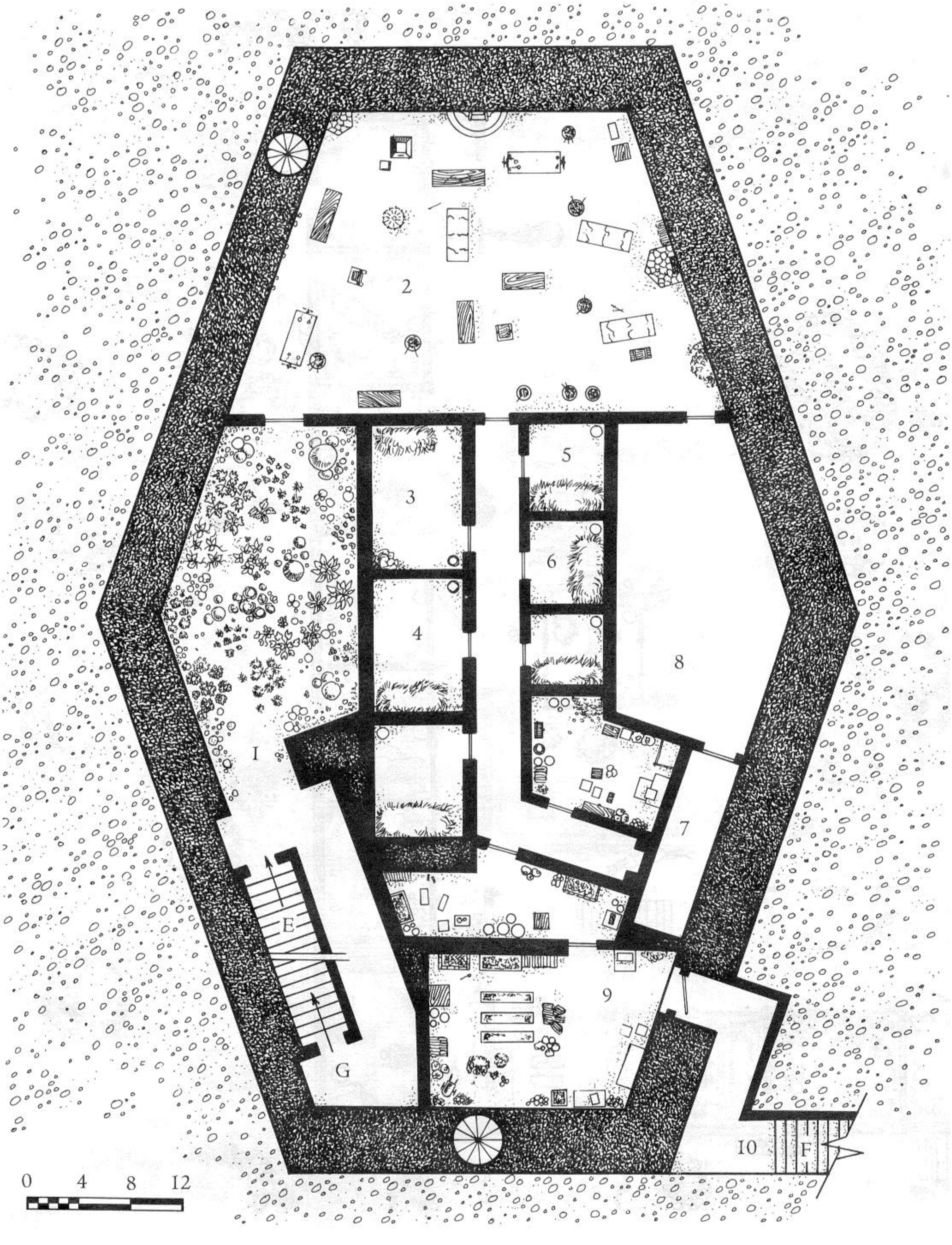
Keep – Third Floor



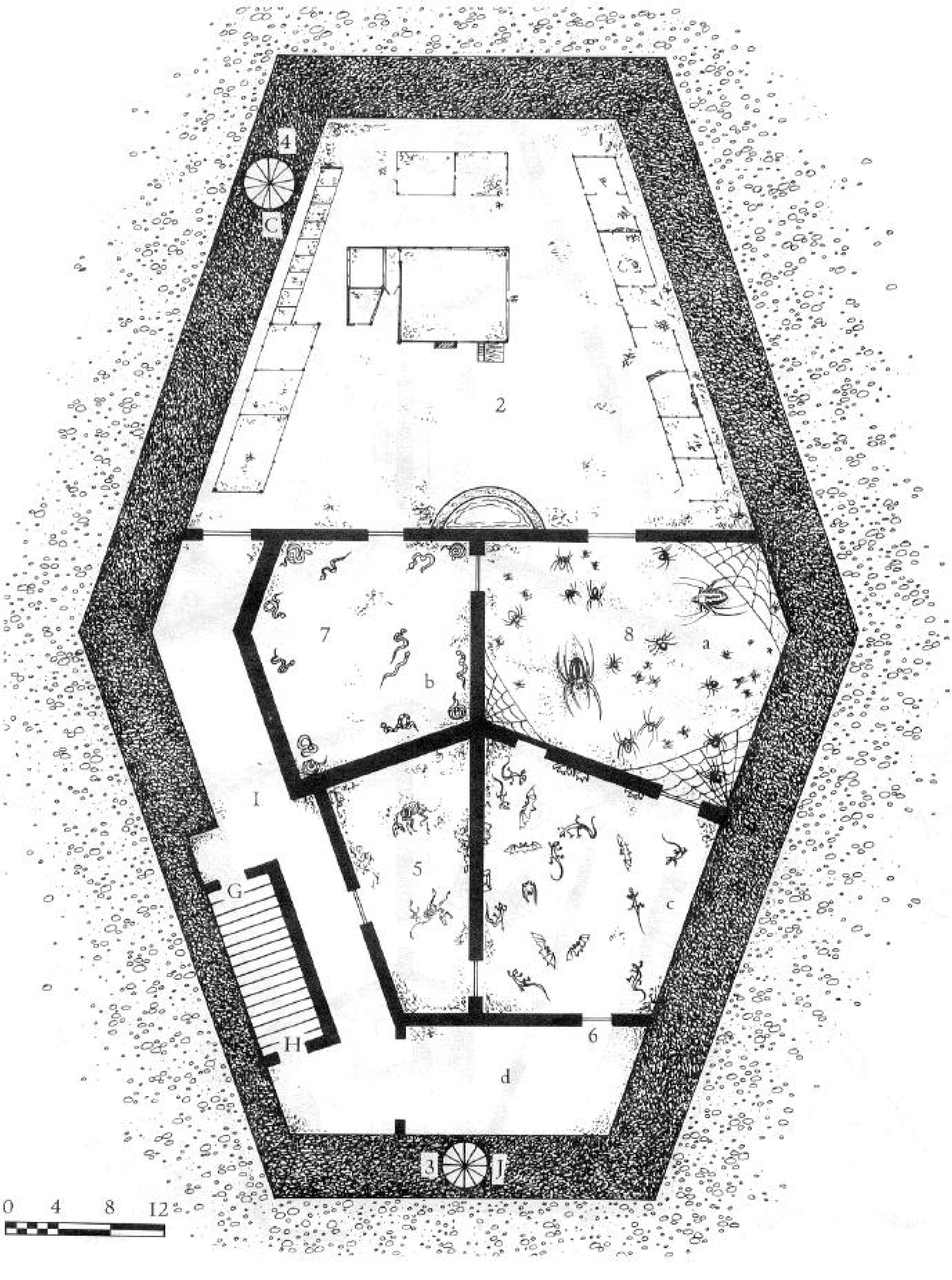
Lower Chambers – Level One



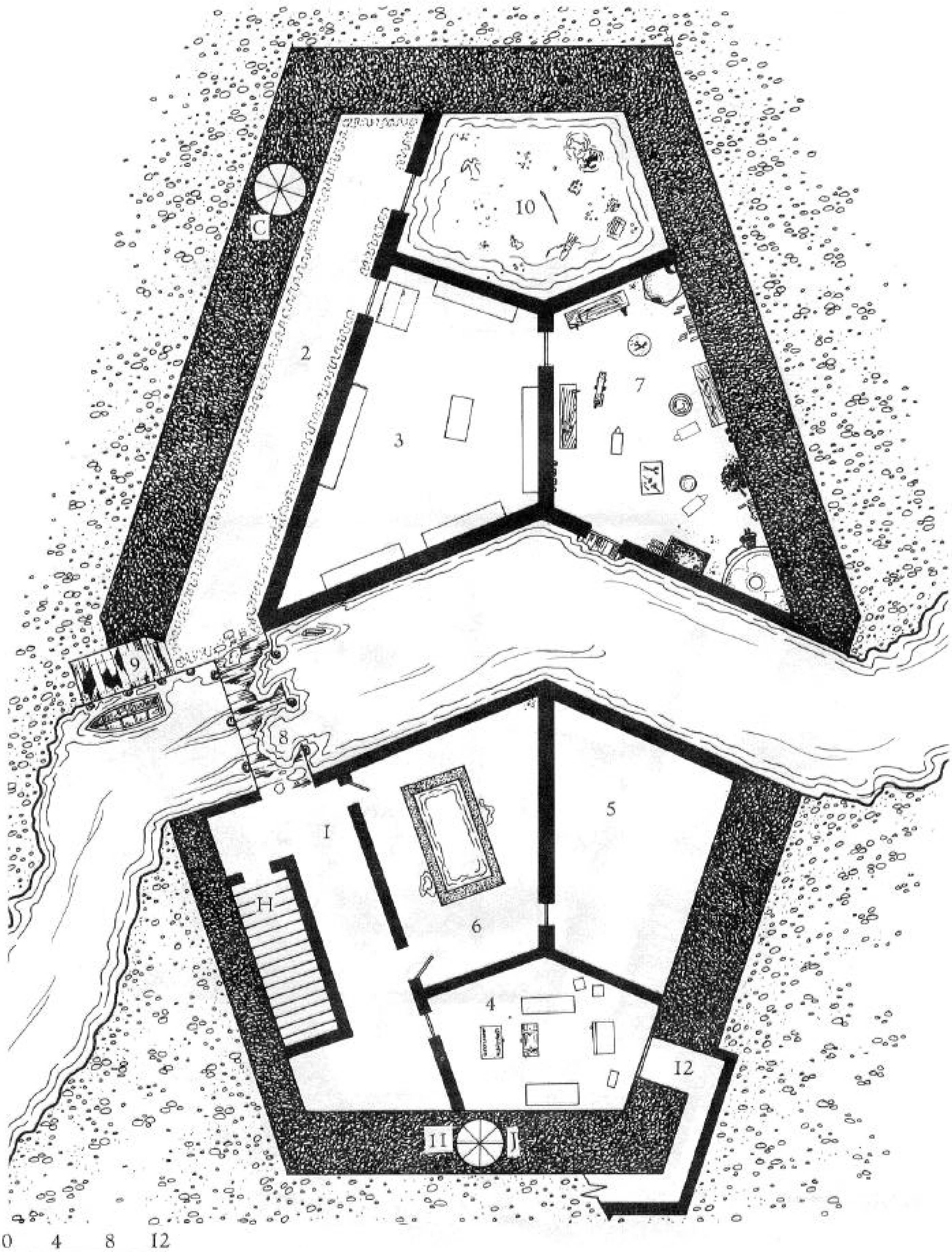
Lower Chambers – Level Two-A



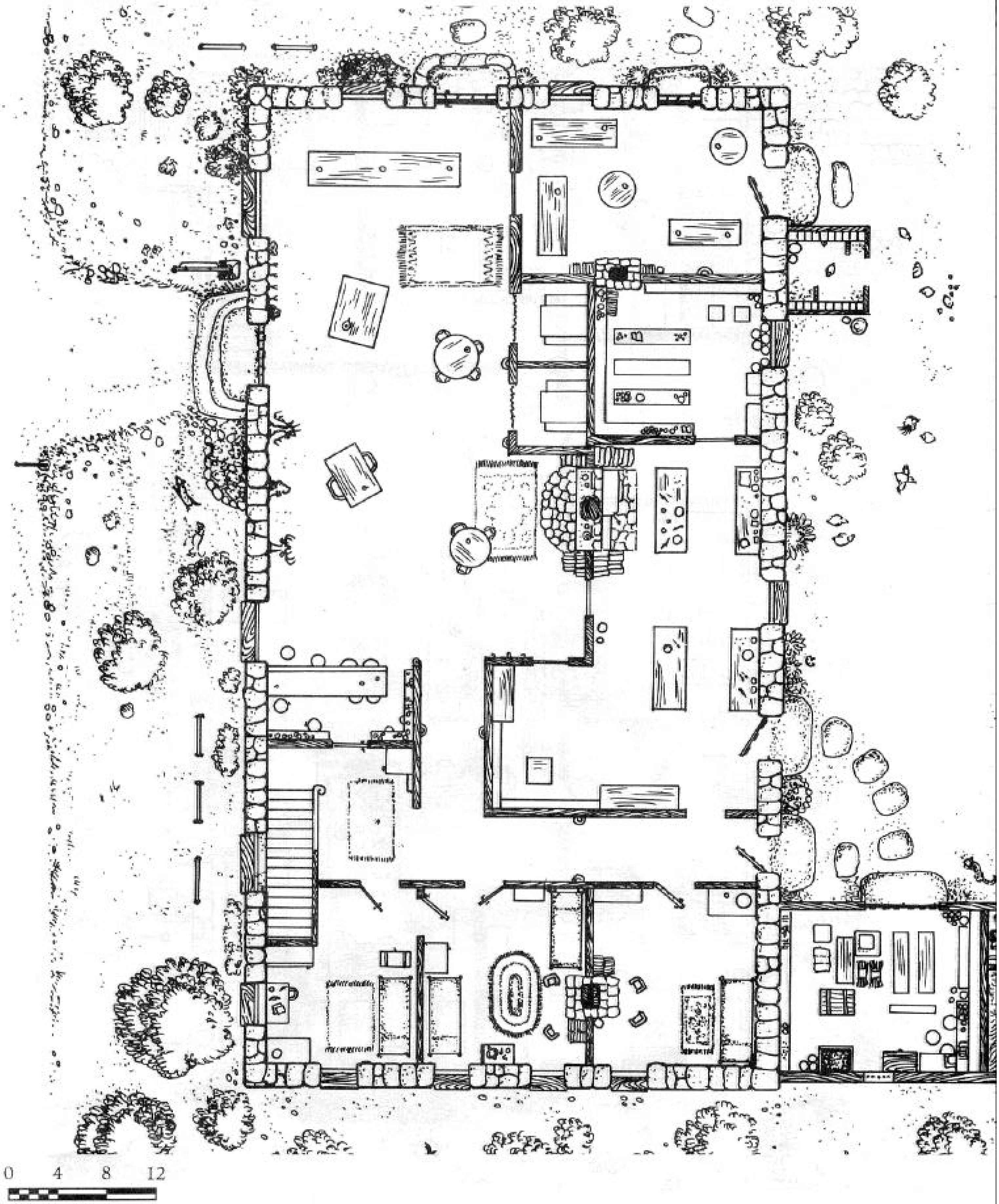
Lower Chambers – Level Two-B

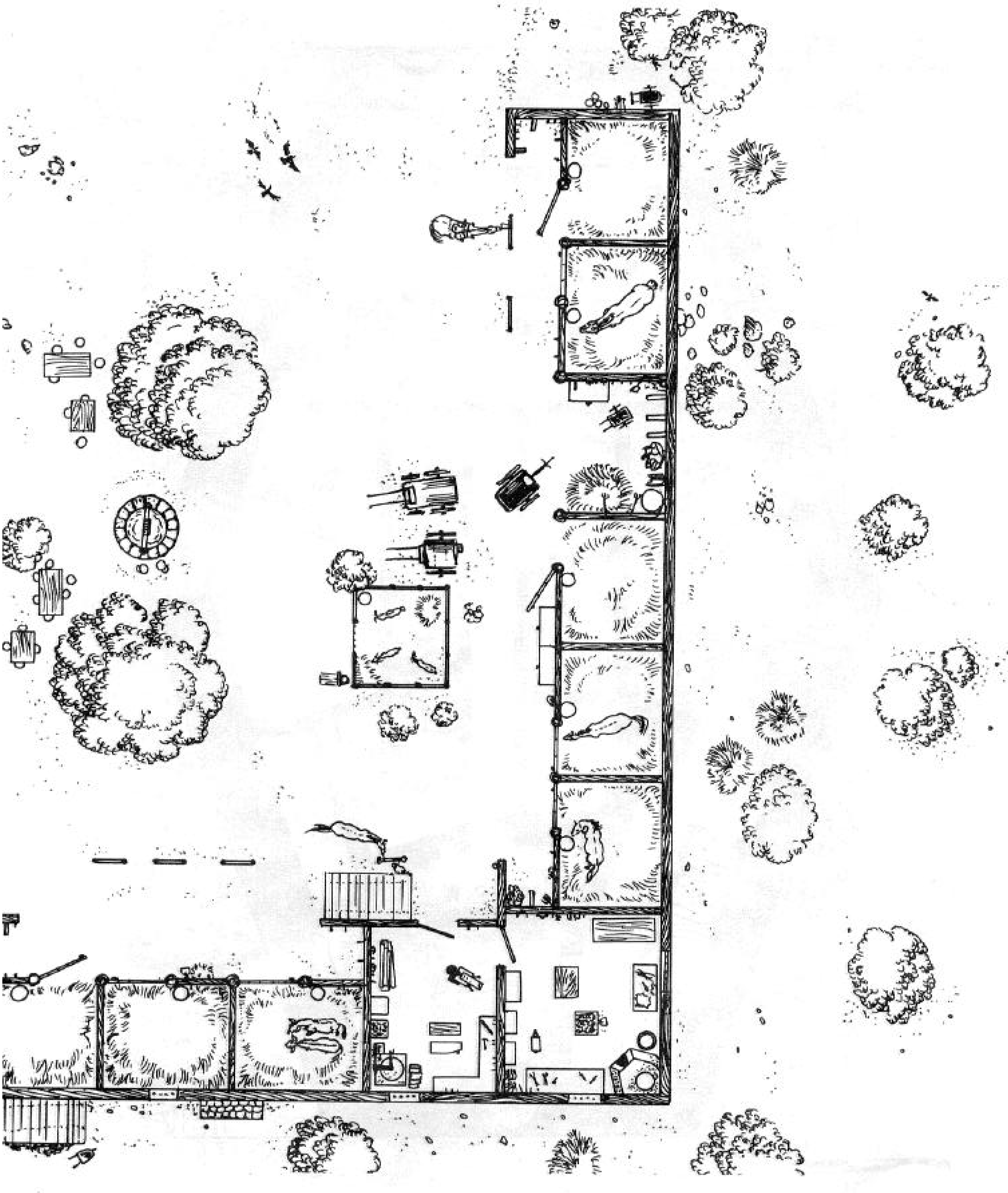


Lower Chambers – Level Three

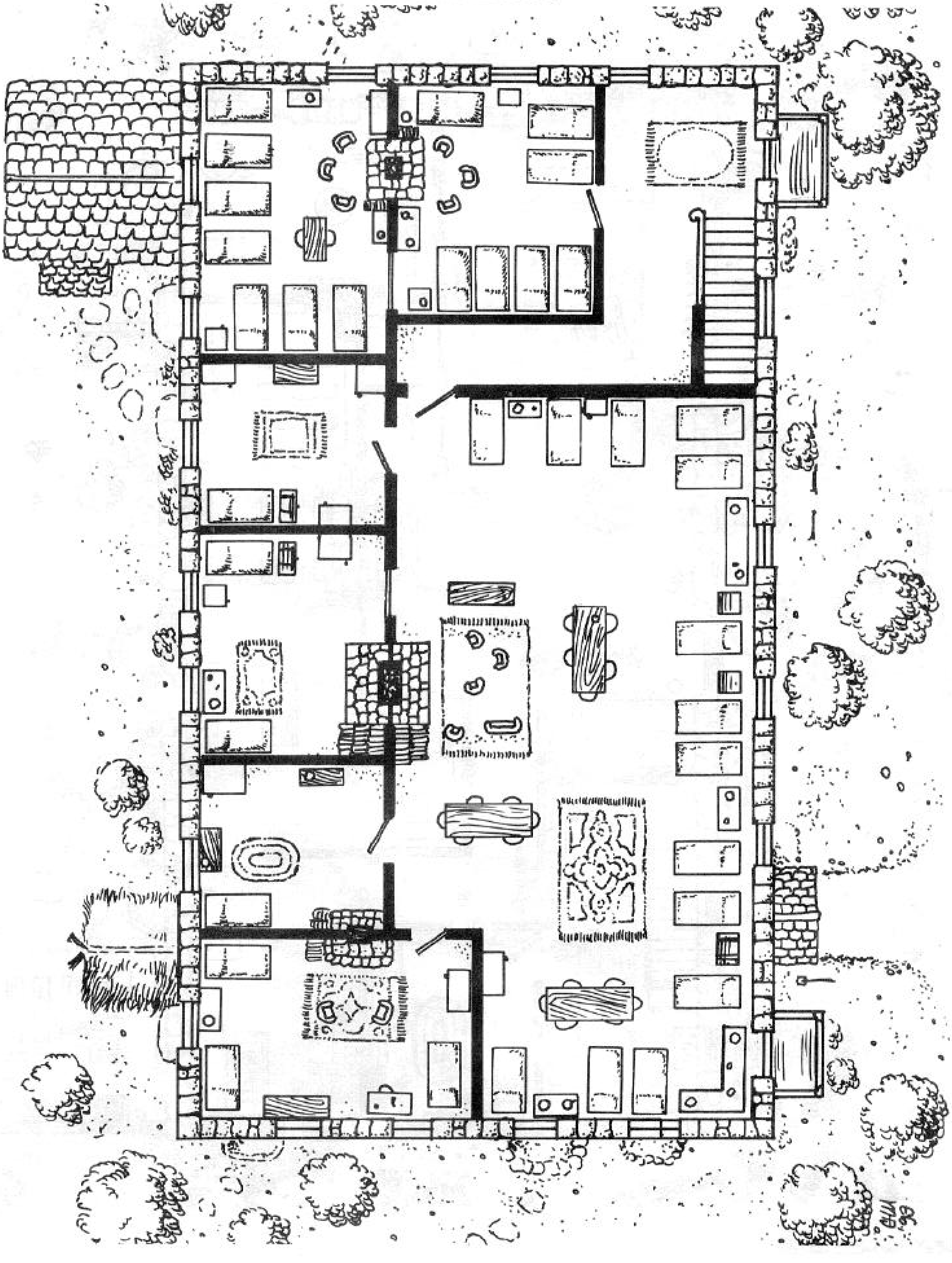


Inn at the Last Bridge – First Floor

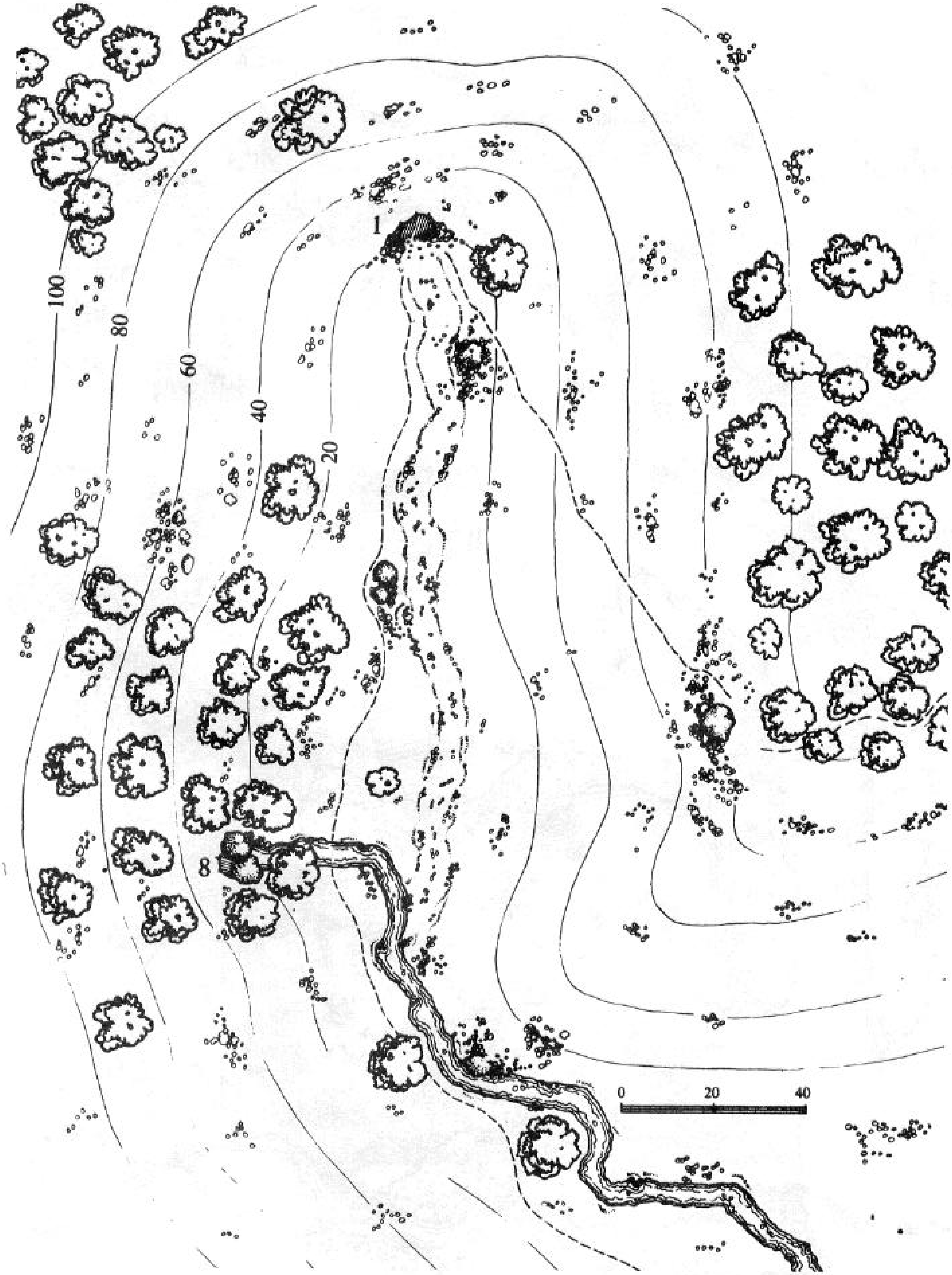




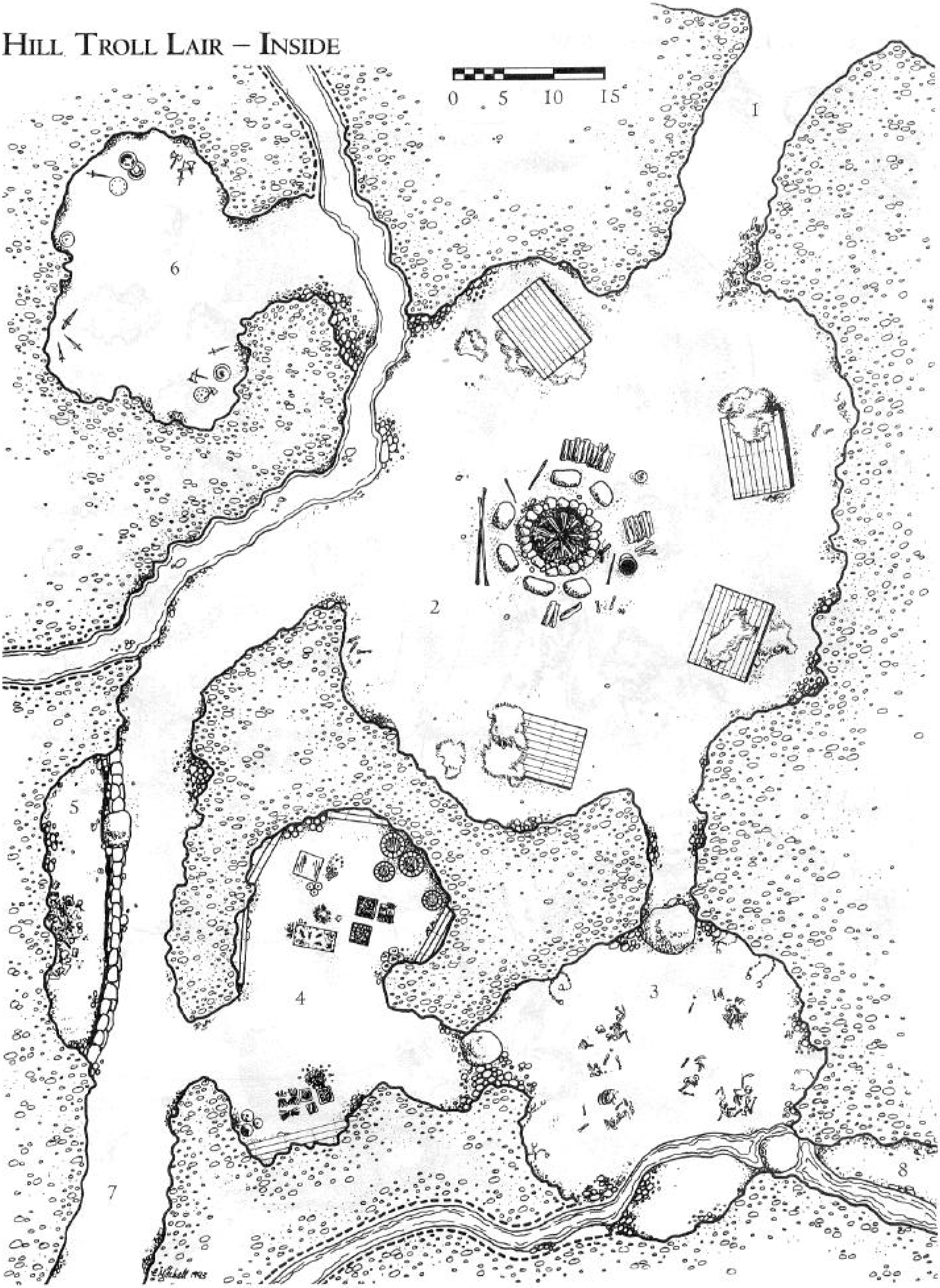
Inn at the Last Bridge – Second Floor

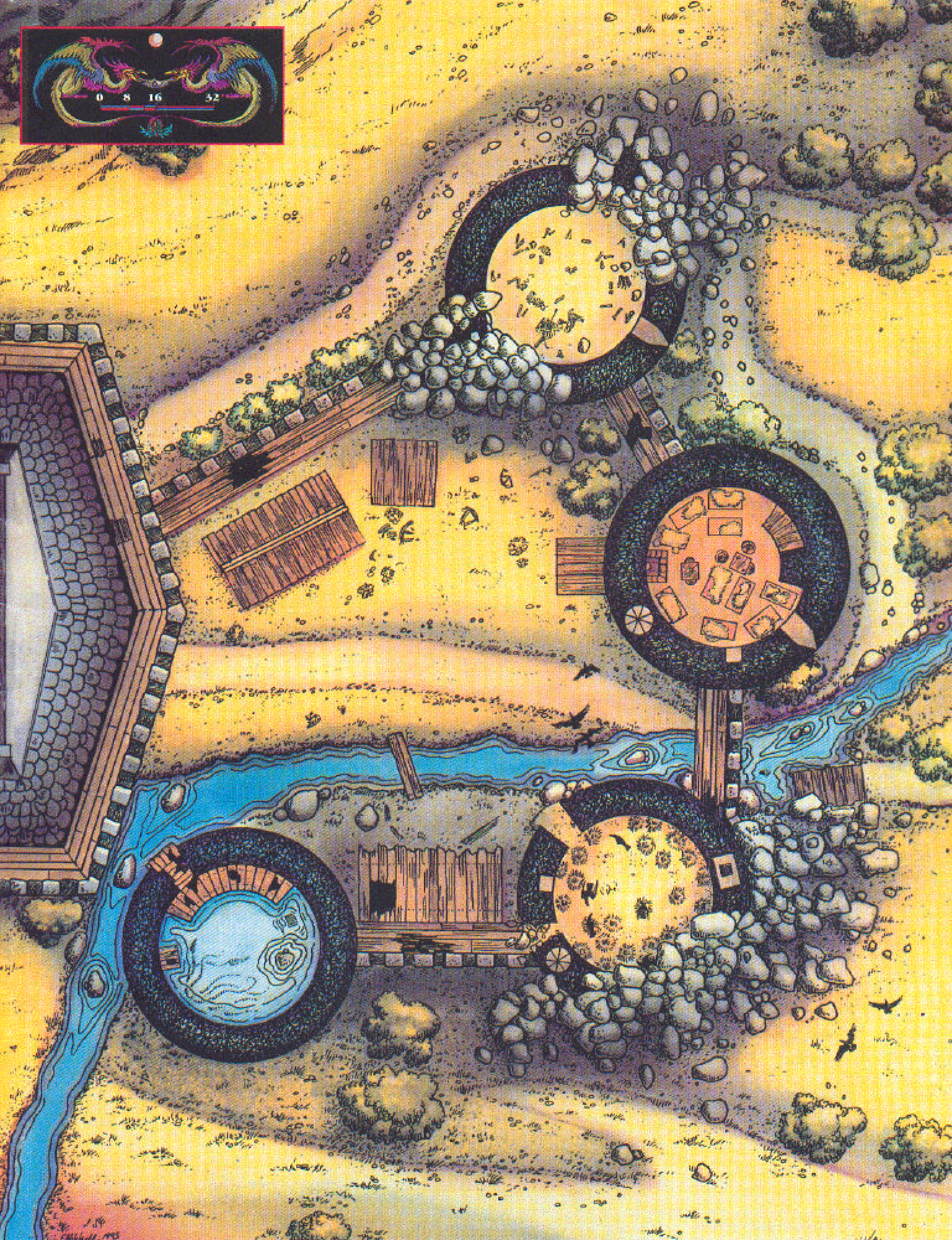


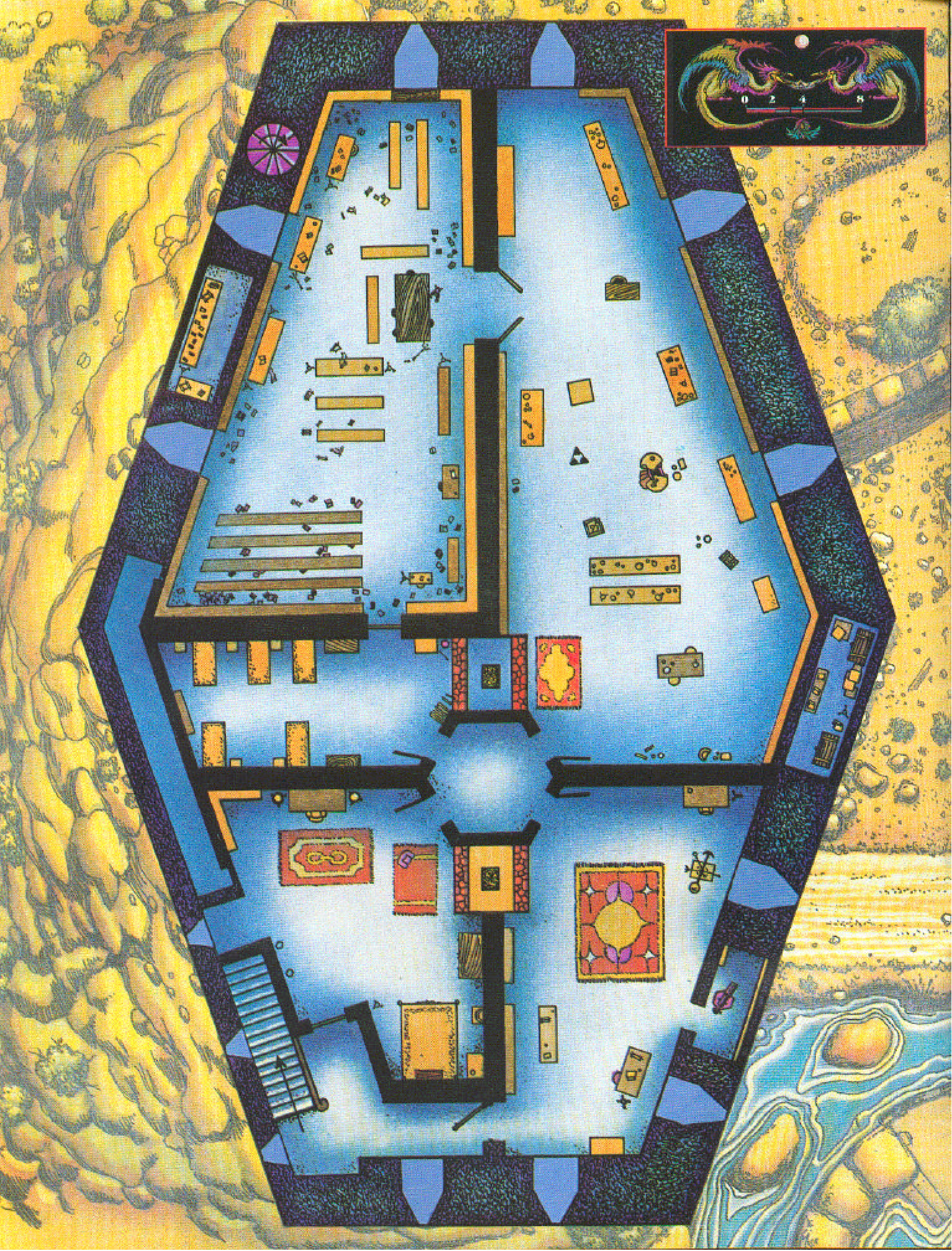
Hill Troll Lair – Overview



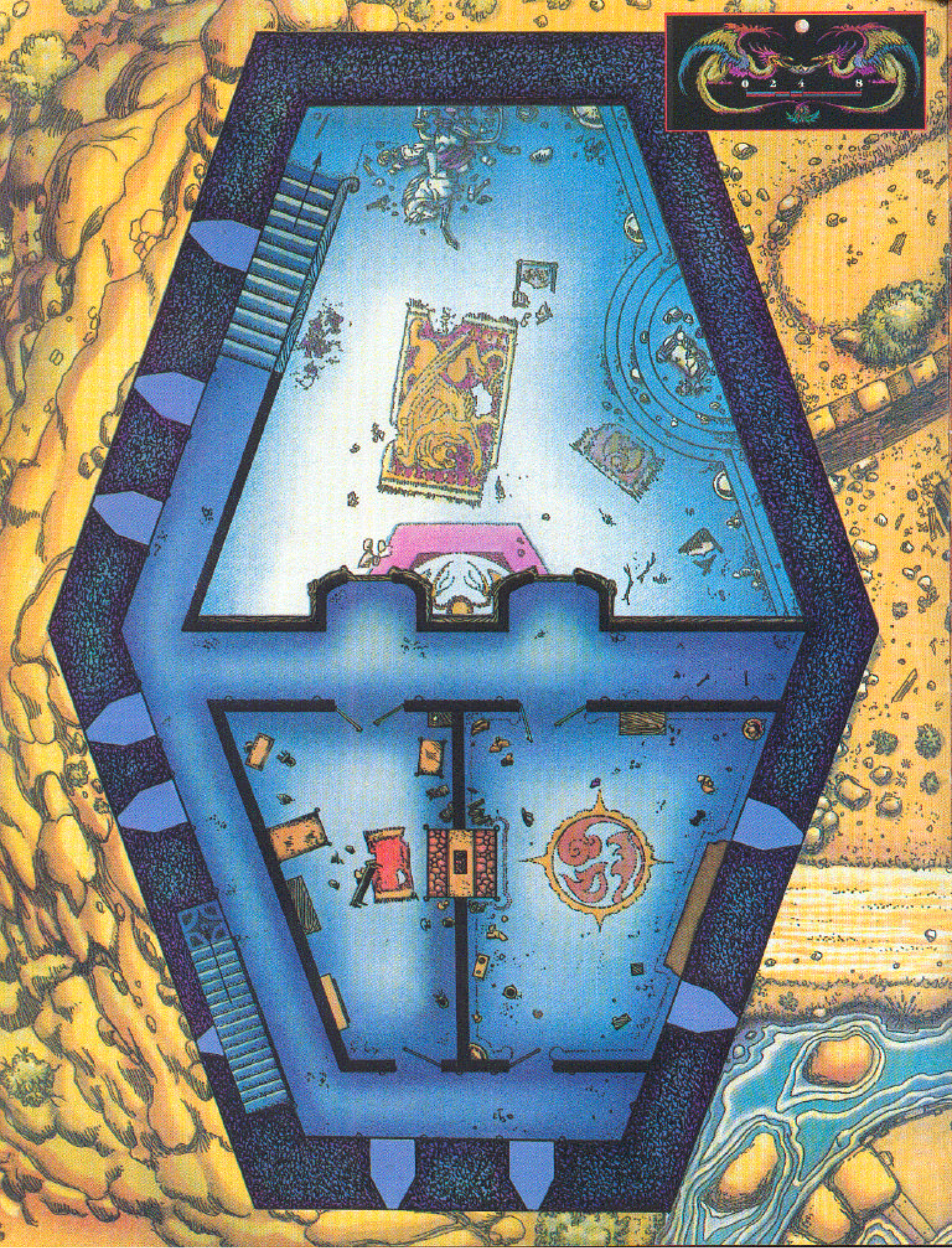
Hill Troll Lair – Inside

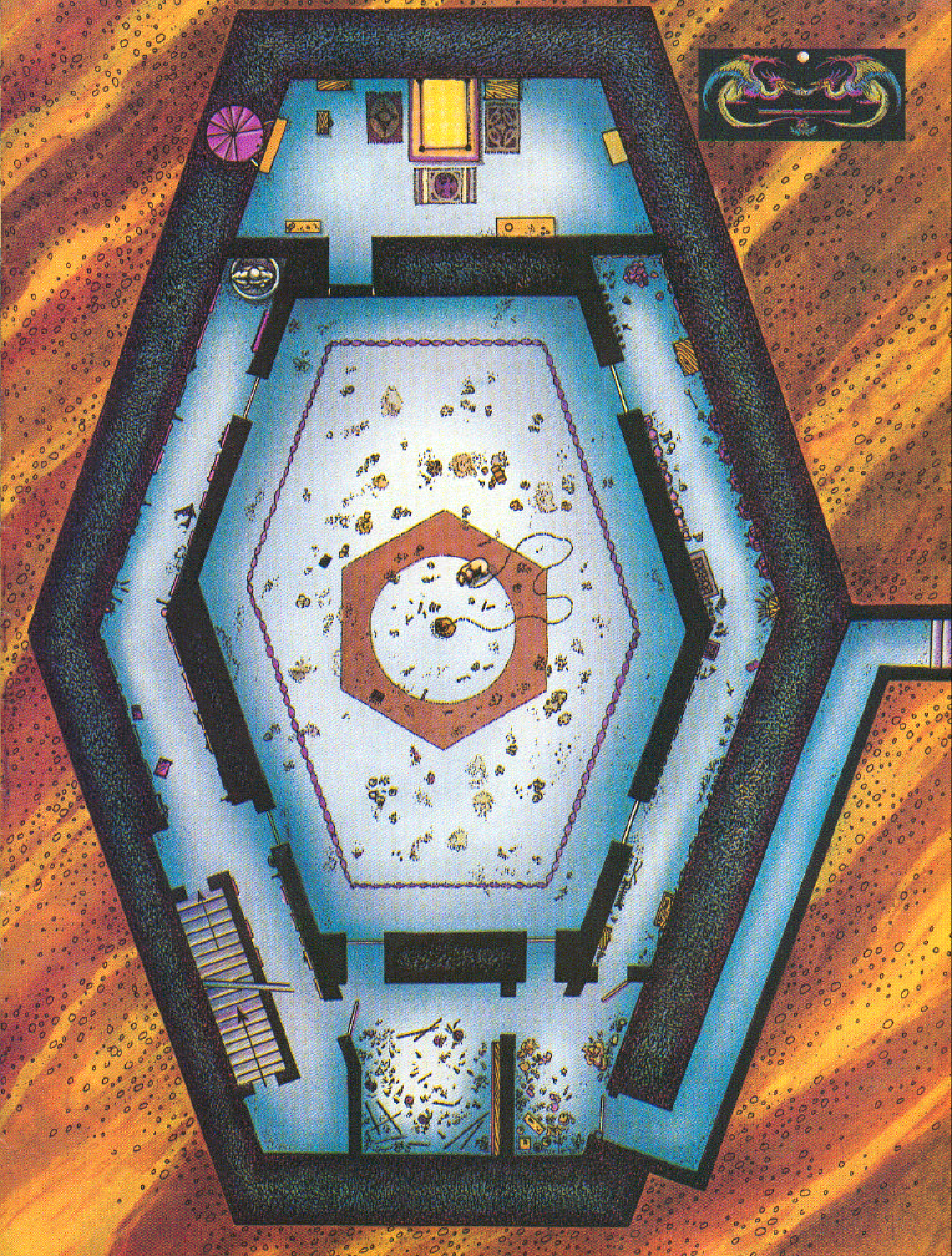


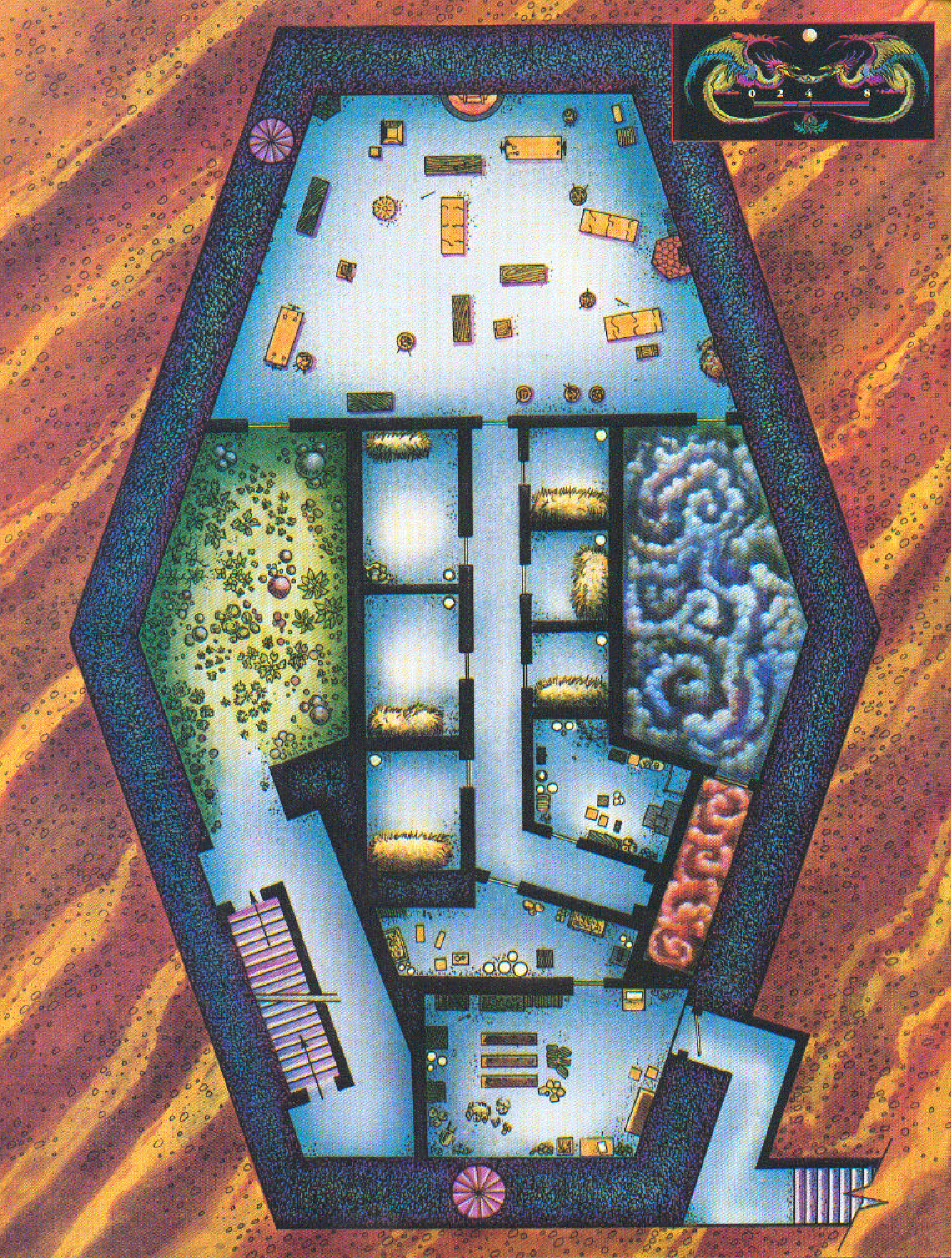

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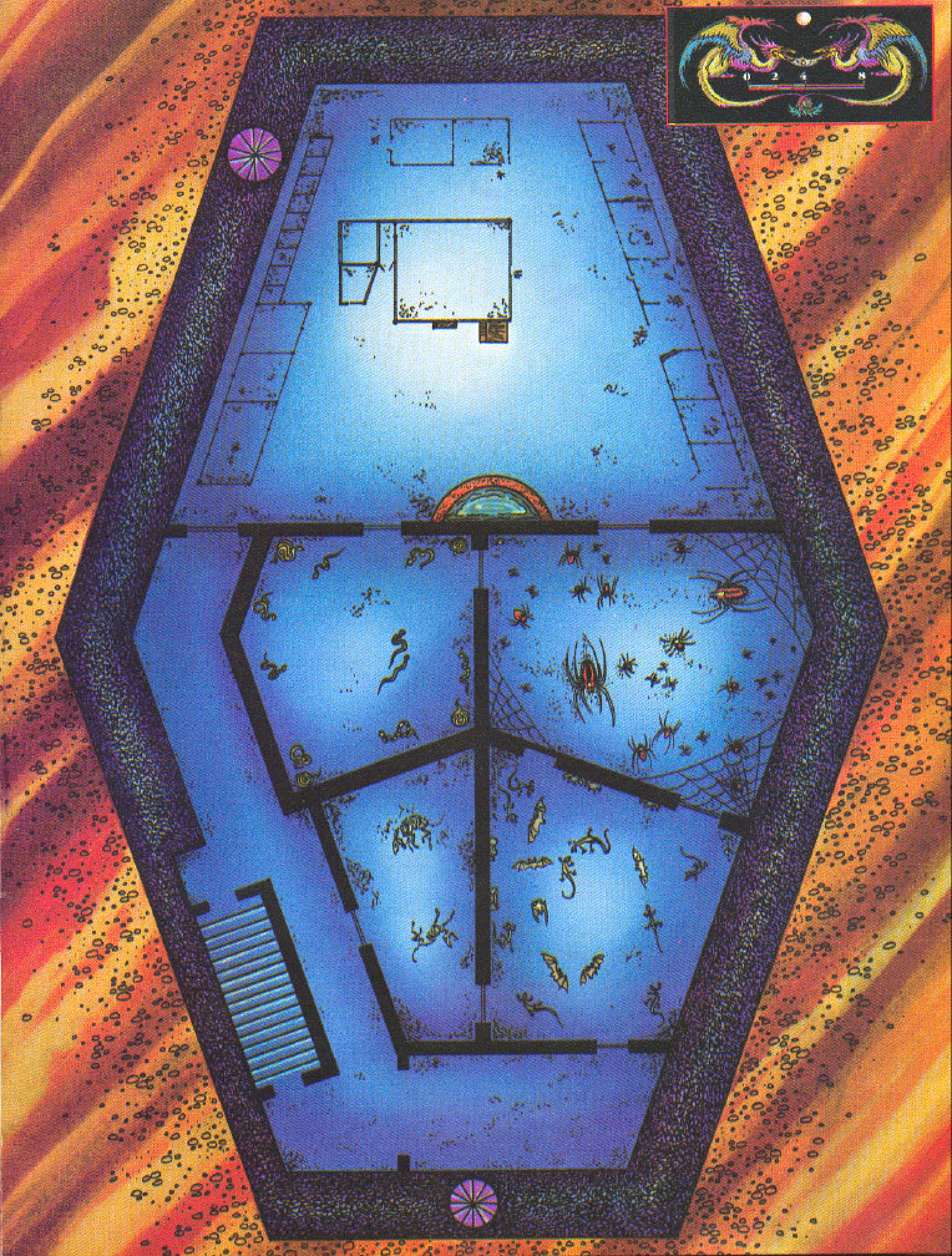

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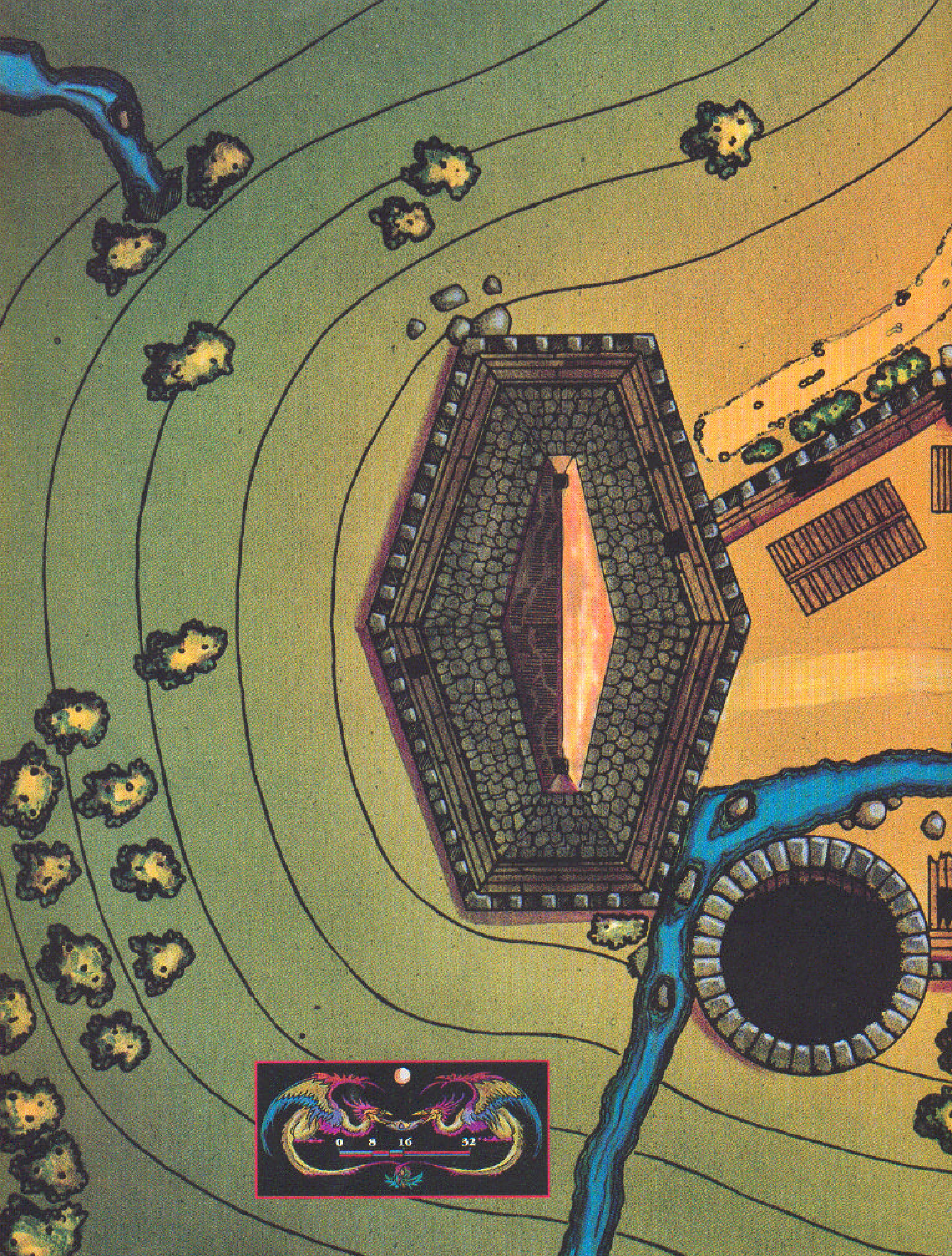

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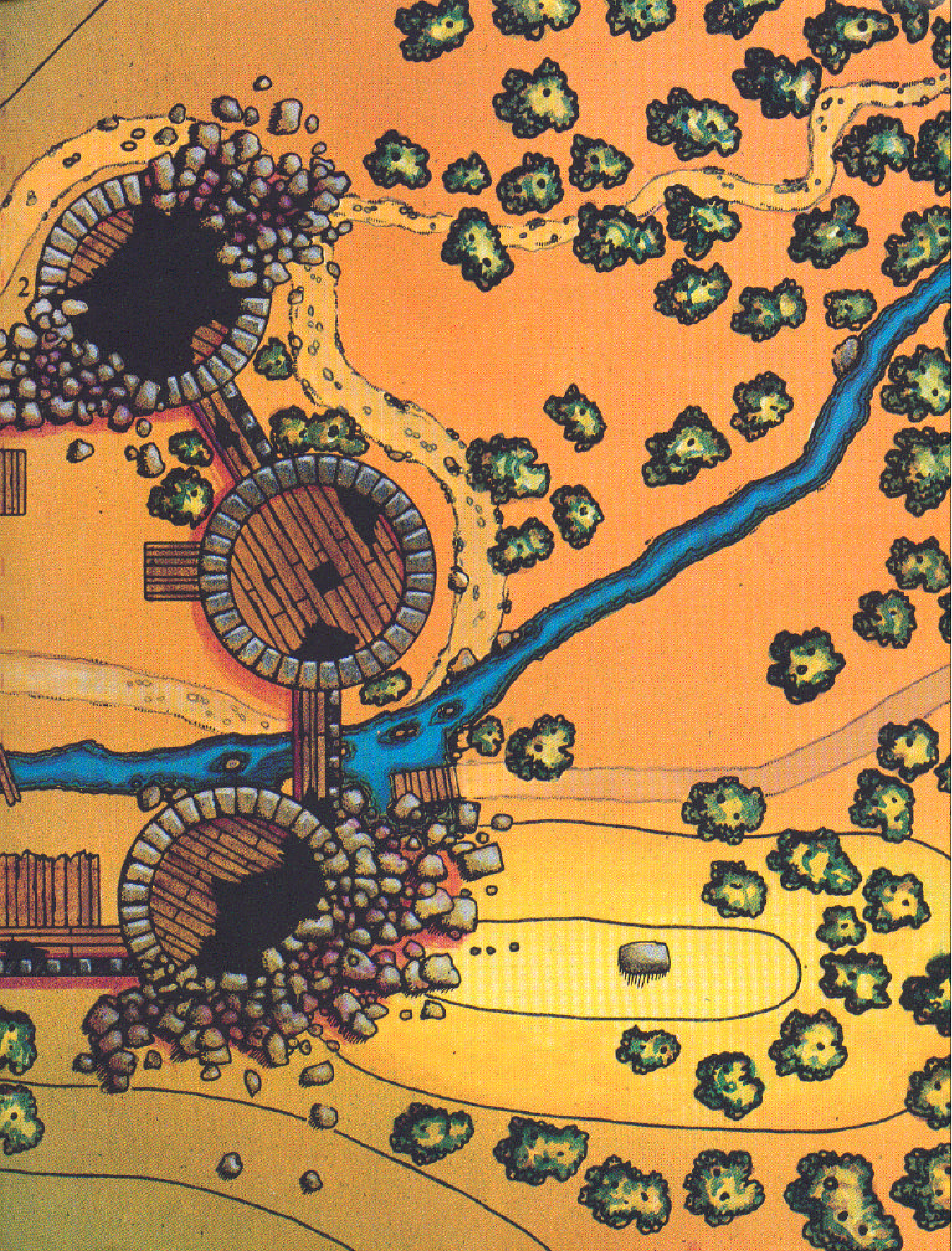

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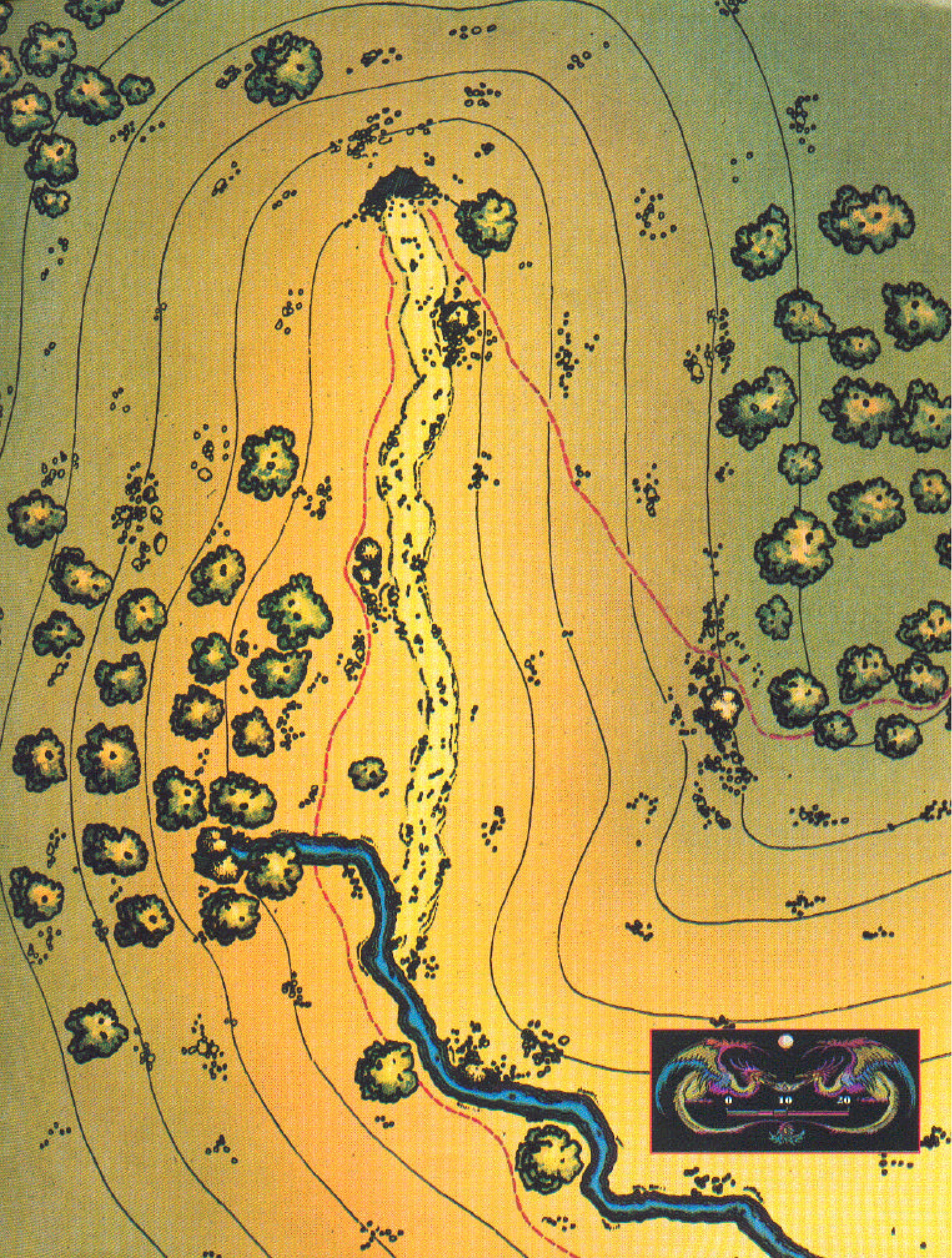

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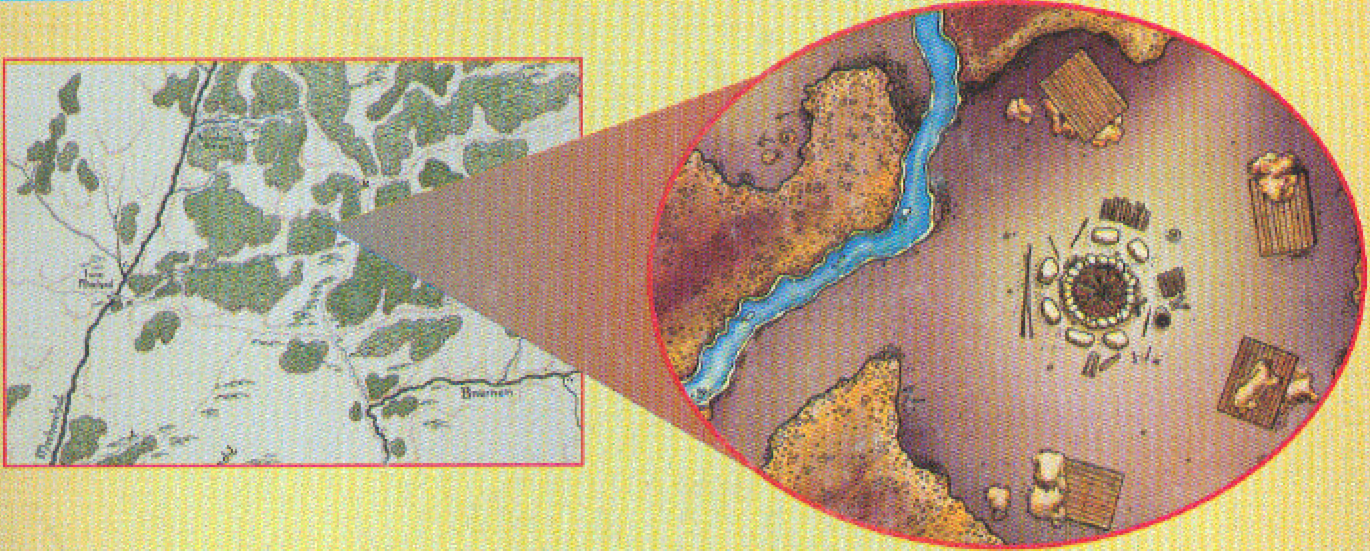

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Rhudaur
Greenmoons

MERP Accessory Pack™



Middle-earth Role Playing Accessory Pack includes:

- THE LOONS OF THE LONG FELL, an enthralling adventure in the Trollshaws that introduces *MERP*™ novices to Tolkien's world and the wonders of fantasy role playing in Middle-earth. The scenario includes:
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  - **Extensive notes for the Gamemaster** to help less experienced GMs learn the subtleties of crafting and running an adventure.
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- 60 STAND-UP FIGURES exquisitely rendered in full color. All the people encountered in *The Loons of the Long Fell* are included, as well as the creatures and folk from the sample adventure in the ***Middle-earth Role Playing***™ rulesbook.
- 16 PAGES OF COLOR DISPLAYS bring adventure alive when stand-up figures are placed on their surfaces. You'll see a crow's view of the terrain and the action. The displays include color maps and floorplans of:
  - The Last Inn, Fulewian's House, & The Long Fell for the adventure in this Accessory Pack.
  - The Ruined Castle & the Troll's Lair for the scenario in the ***Middle-earth Role Playing*** rulesbook.
- DICE for use with *MERP* and *The Loons of the Long Fell.*

(Some of this material was previously published in the boxed first edition of ***Middle-earth Role Playing.***)

Come to Middle-earth and experience thrilling moments such as when the Ringwraiths approached Strider and the Hobbits on Weathertop!

"Over the lip of the dell, on the side away from the hill, they felt, rather than saw, a shadow rise, one shadow or more than one. They strained their eyes, and the shadows seemed to grow. Soon there could be no doubt: three or four black figures were standing there on the slope, looking down on them… Frodo thought that he heard a faint hiss as of venomous breath and felt a thin piercing chill. Then the shapes slowly advanced."

—***The Fellowship of the Ring***

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